

ABSTRAK

PENGEMBANGAN MODUL BERBASIS PERMAINAN TRADISIONAL UNTUK MENUMBUHKAN KARAKTER KERJA SAMA DAN TANGGUNG JAWAB ANAK KELAS VI SD

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Penelitian ini dilatarbelakangi oleh terbatasnya fasilitas dan materi pembelajaran di sekolah serta belum tersedianya modul berbasis permainan tradisional untuk menumbuhkan karakter kerja sama dan tanggung jawab anak terutama untuk kelas VI SD. Tujuan penelitian yaitu untuk mengetahui bagaimana tahap mengembangkan modul berbasis permainan tradisional untuk menumbuhkan karakter kerja sama dan tanggung jawab anak kelas VI SD. Metode penelitian yang digunakan yaitu penelitian dan pengembangan (R&D) dengan tahapan ADDIE. Penelitian ini melibatkan beberapa fasilitator di SDN 005 Batu Majang untuk analisis kebutuhan, tiga validator untuk *expert judgment*, dan 24 peserta didik SDN 005 Batu Majang kelas VI SD, sebagai subjek penelitian dari implementasi produk modul berbasis permainan tradisional untuk menumbuhkan karakter kerja sama dan tanggung jawab anak kelas VI SD. Penelitian ini menggunakan analisis observasi dan wawancara tidak terstruktur sebagai pengumpulan data.

Hasil penelitian menunjukkan, 1) Pengembangan modul berbasis permainan tradisional untuk anak SD kelas VI menggunakan tahapan ADDIE, yaitu *Analyze, Design, Develop, Implementation, Evaluate*. 2) Modul berbasis permainan tradisional memiliki kualitas “Sangat baik” dengan rerata skor 3,36 berskala (1-4). Modul yang dikembangkan sudah mampu digunakan oleh guru atau fasilitator serta sudah dapat diterapkan oleh anak kelas VI SD. 3) Modul berbasis permainan tradisional yang dikembangkan membantu menumbuhkan karakter kerjasama dan tanggung jawab anak. Hasil tes *pretest* adalah 5,67 sementara *posttest* 7,54 menunjukkan adanya peningkatan nilai setelah dilakukan implementasi modul berbasis permainan tradisional.

Kata Kunci: Modul, Permainan Tradisional, Kerjasama, Tanggung jawab

ABSTRACT

**DEVELOPMENT OF TRADITIONAL GAME-BASED MODULES TO
FOSTER THE CHARACTER OF COOPERATION AND RESPONSIBILITY
IN SIXTH GRADE ELEMENTARY SCHOOL CHILDREN**

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This research is motivated by the limited facilities and learning materials in schools, as well as the absence of modules based on traditional games to foster children's cooperation and responsibility, especially for sixth-grade elementary school students. The research objective is to understand how to develop modules based on traditional games to cultivate cooperation and responsibility among sixth-grade elementary school students. The research method used is Research and Development (R&D) with the ADDIE stages. This study involves several facilitators at SDN 005 Batu Majang for needs analysis, three validators for expert judgment, and 24 students from SDN 005 Batu Majang sixth-grade class as research subjects for the implementation of the module product based on traditional games to foster cooperation and responsibility among sixth-grade elementary school students. This research uses observation analysis and unstructured interviews as data collection methods.

The results of the research indicate: 1) The development of modules based on traditional games for sixth-grade elementary school students uses the ADDIE stages, namely Analyze, Design, Develop, Implementation, Evaluate. 2) Modules based on traditional games have a "Very Good" quality with an average score of 3.36 on a scale of (1-4). The developed modules are already usable by teachers or facilitators and can be implemented by sixth-grade elementary school students. 3) The developed modules based on traditional games help cultivate children's cooperation and responsibility. The pretest result is 5.67, while the posttest result is 7.54, indicating an increase in scores after the implementation of modules based on traditional games.

Keywords: *Module, Traditional Games, Cooperation, Responsibility*