

ABSTRAK

PENGEMBANGAN BAHAN AJAR KEARIFAN LOKAL LAMPUNG BERBASIS *SEARCH, DRAW, AND MAKE* UNTUK MENINGKATKAN KREATIVITAS PESERTA DIDIK

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Hasil observasi analisis kebutuhan pendidik ditemukan bahwa bahan ajar yang digunakan pendidik sebagai sumber belajar masih sebatas buku pendidik dan peserta didik yang tidak dapat merangsang peserta didik untuk berfikir kreatif, selain itu bahan ajar yang digunakan hanya bersifat umum dan tidak dikaitkan dengan kearifan lokal. Tujuan dari penelitian dan pengembangan ini adalah terwujudnya produk bahan ajar kearifan lokal Lampung berbasis *Search, Draw, and Make* yang layak dan efektif digunakan untuk meningkatkan kreativitas peserta didik. Penelitian di lakukan bagi peserta didik kelas 4.A SDN 2 Gedong Tataan. Jenis penelitian ini menggunakan jenis *Research and Development* (R&D) atau penelitian dan pengembangan yang dilakukan mengacu pada model desain Borg & Gall. Hasil penelitian ini menunjukkan pengembangan bahan ajar kearifan lokal Lampung berbasis *Search, Draw, and Make* layak digunakan, validasi ahli materi dengan skor 36, ahli media dengan skor 36, ahli bahasa dengan skor 56 dan efektif meningkatkan kreativitas dalam aspek *fluency, flexibility, originality, dan elaboration*.

Kata Kunci: Bahan Ajar, Kearifan Lokal Lampung, Layak dan Efektif

ABSTRACT

THE DEVELOPMENT OF TEACHING MATERIAL LAMPUNG LOCAL WISDOM SEARCH, DRAW, AND MAKE-BASED TO IMPROVE STUDENTS' CREATIVITY

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Observation results of educator needs analysis it was found that the teaching materials used by educators as a learning resource, it is still only a book for educators and students can't stimulate students to think creatively, besides that the teaching materials used were only general in nature and were not associated with local wisdom. The objective of the study was to realize of Lampung local wisdom teaching materials Search, Draw, and Make-based that were feasible and effective to use to improve the creativity of students. The study was conducted at 4.A SDN 2 Gedong Tataan. The study was a Research and Development (R&D) carried out by referring to the Borg & Gall design model. The results of this study were in accordance with the results of the feasibility test for the development of human resource-based Lampung local wisdom teaching materials using material experts reaching score of 36, media experts reaching score of 36, linguists reaching a score of 56 and the results of effectiveness were proven by pre-test results 64.5% and post test 86.5%. This indicates that the effective to improve the creativity of students in the aspects of fluency, flexibility, originality, and elaboration.

Keywords: Teaching material, Lampung local wisdom, Feasible and Effective