

ABSTRAK

PENGEMBANGAN *E-LKPD* BERBASIS *LEARNING OF INQUIRY SEQUENCES* BERBANTUAN *CANVA* UNTUK MENSTIMULUS *HANDS-ON, MINDS-ON ACTIVITY*, DAN KETERAMPILAN PROSES SAINS PESERTA DIDIK

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Penelitian ini bertujuan untuk mengembangkan *e-LKPD* berbasis LOIS berbantuan *Canva* yang valid, praktis, dan efektif untuk menstimulus *hands-on, minds-on activity*, dan KPS peserta didik. Penelitian ini menggunakan metode R&D dengan desain pengembangan model ADDIE yang terdiri dari lima tahapan yaitu *analyze, design, development, implementation, dan evaluation*. Instrumen pengumpulan data yang digunakan meliputi angket analisis kebutuhan, angket uji validitas, angket uji keterlaksanaan, instrumen soal yang sudah diuji kevalidannya, lembar observasi ketercapaian *hands-on, minds-on activity*, dan KPS, serta respon peserta didik terhadap keefektifan *e-LKPD* berbasis LOIS berbantuan *Canva*. Hasil penelitian menunjukkan bahwa *e-LKPD* hasil pengembangan valid, praktis, dan efektif digunakan dalam proses pembelajaran untuk melatih *hands-on, minds-on activity*, dan KPS peserta didik. Pada uji kevalidan yang telah dilakukan, *e-LKPD* hasil pengembangan dinyatakan layak dengan kriteria sangat valid, dengan rata-rata rata-rata validasi desain diperoleh hasil sebesar 3,58, validasi materi sebesar 3,84, dan validasi konstruk sebesar 3,00. Analisis angket keterbacaan diperoleh hasil persentase sebesar 92%, respon persepsi guru terhadap *e-LKPD* sebesar 91%, dan respon positif peserta didik terhadap *e-LKPD* sebesar 88%, hal ini mengindikasikan bahwa *e-LKPD* yang dikembangkan praktis. Keefektifan ditunjukkan oleh terlatihkannya *hands-on, minds-on activity*, dan KPS peserta didik saat menggunakan *e-LKPD*. Hasil analisis kemampuan yang dilatihkan diperoleh skor rata-rata presentase sebesar 87% dengan kategori sangat terlatih.

Kata Kunci: *e-LKPD, LOIS, Canva, Hands-on, Minds-on Activity, dan KPS.*

ABSTRACT

DEVELOPMENT OF E-WORKSHEET BASED ON CANVA ASSISTANT LEARNING OF INQUIRY SEQUENCES TO STIMULATE LIVE ACTIVITIES, MIND ACTIVITIES, AND STUDENT SCIENCE PROCESS SKILLS

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This study aims to develop a valid, practical, and effective LOIS-assisted e-Worksheet based on Canva to stimulate students' hands-on, minds-on activity, and SPS. This study uses the R&D method with the ADDIE model development design consisting of five stages, namely analyze, design, development, implementation, and evaluation. The data collection instruments used included a needs analysis questionnaire, validity test questionnaire, implementation test questionnaire, instrument questions that had been tested for validity, hands-on achievement observation sheets, minds-on activities, and SPS, as well as student responses to the effectiveness of e-learning. Canva assisted LOIS based e-Worksheet. The results showed that the developed e-Worksheet was valid, practical, and effectively used in the learning process to train students' hands-on, minds-on activity, and SPS. In the validity test that has been carried out, the developed e-Worksheet is declared feasible with very valid criteria, with an average design validation result of 3.58, material validation of 3.84, and construct validation of 3.00. The readability questionnaire analysis obtained a percentage of 92%, the teacher's perception response to the e-Worksheet was 91%, and the positive response of students to the e-Worksheet was 88%, this indicates that the e-Worksheet developed is practical. The effectiveness is shown by the training of hands-on, minds-on activities, and students' SPS when using e-Worksheet. The results of the analysis of trained abilities obtained an average score of 87% in the highly trained category.

Keywords: e- Worksheet, LOIS, Canva, *Hands-on, Minds-on Activity, and SPS.*