

ABSTRAK

PENGEMBANGAN MODUL *SETIMBALAN* BERBASIS *EXPERIENTIAL LEARNING* UNTUK SISWA KELAS XI SMA

Anjak

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Cutikni pustaka delom matekhi pattun setimbangan pakai kelas XI SMA ngekhatongko kebutuhan mukhid guai cancanan modul sai dapok dipakai belajakh tenggalan. Tujuan penelitian ngehasilko bahan pakai pengembangan modul pattun setimbangan berbasis *experiential learnin*, khek ngejelasko layak jama efektivni bahan belajar pakai kelas XI SMA.

Metode sai dipakai delom penelitian ajo iyulah *R&D* atau *risearch and development* ngidok 7 langkah yakdo potensi khek masalah, ngumpulko data jama kebutuhan, pengembangan bahan khek rancangan, evaluasi produk validasi, revisi rancangan, uji coba produk, khek revisi hasil uji coba. Penelitian ajo diguaiko di SMAN 4 Bandar Lampung di kelas IPA1 , IPA5, IPS2 khek IPS3. Teknik analisis data pakai wawancakha jama gukhu khek murid.

Uleh anjak penelitian nunjukko (1) modul pattun setimbangan berbasis *experiential learning* pakai mukhid kelas XI SMA khadu jak diguaiko khek khadu di validasi jama ahli materi khek praktisi (2) modul pattun setimbangan sai jak dikembangko dinyatako layak nihani jama ahli materi mansa nilai rata-rata 86,1% khek praktisi mansa rata-rata 83% (3) pekhbandingan *pretest*, *posttest*, khek *N-gain* anjak pengguna modul pattun setimbangan dikembangko mansa nilai 0,5 kukhuk kategori sedang pakai pelajakhan sanak murid.

Cawa kunci : modul, experiential learning, setimbangan

ABSTRAK

PENGEMBANGAN MODUL *SETIMBALAN* BERBASIS *EXPERIENTIAL LEARNING* UNTUK SISWA KELAS XI SMA

Oleh

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Terbatasnya pustaka pada materi pantun *setimbangan* untuk kelas XI SMA menimbulkan kebutuhan peserta didik terhadap penggunaan modul yang bisa dipelajari secara mandiri. Tujuan penelitian menghasilkan produk pengembangan modul pantun *setimbangan* berbasis *experiential learning*, mendeskripsikan kelayakan dan efektivitas produk untuk kelas XI SMA.

Metode yang digunakan dalam penelitian ini *R&D* atau *research and development* dengan 7 langkah yaitu potensi dan masalah, pengumpulan data kebutuhan, pengembangan bahan rancangan, evaluasi produk validasi, revisi rancangan, uji coba produk, dan revisi hasil uji coba. Penelitian ini dilakukan di SMA N 4 Bandar Lampung di kelas IPA1 , IPA5, IPS2 dan IPS3. Teknik analisis data dengan wawancara pendidik dan peserta didik.

Hasil penelitian menunjukkan bahwa (1) modul pantun *setimbangan* berbasis *experiential learning* untuk siswa kelas XI SMA berhasil dikembangkan dan sudah divalidasi oleh ahli materi dan praktisi; (2) modul pantun *setimbangan* yang dikembangkan dinyatakan sangat layak oleh ahli materi mendapatkan nilai rata-rata 86,1% dan praktisi mendapatkan nilai rata-rata 83%; (3) Perbandingan *pretest*, *posttest*, dan *N-gain* dari penggunaan modul pantun *setimbangan* yang dikembangkan memperoleh nilai sebesar 0,5 kategori sedang sehingga efektif digunakan dalam pembelajaran

Kata kunci: modul, experiential learning, setimbangan

ABSTRACT

DEVELOPMENT OF BASED *SETIMBALAN* MODULE EXPERIENTIAL LEARNING FOR STUDENTS OF CLASS XI SMA

By

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The limited literature on equivalent *setimbangan* pantun material for class XI SMA raises the need for students to use modules that can be studied independently. the aim of the research is to produce a product for developing a balanced *setimbangan* pantun module based on experiential learning, describing the feasibility and effectiveness of the product for class XI SMA.

The method used in this study is R&D or research and development with 7 steps, namely potentials and problems, collection of data requirements, development of design materials, product evaluation validation, design revisions, product trials, and revisions of trial results. This research was conducted at SMA N 4 Bandar Lampung in IPA1, IPA5, IPS2 and IPS3 classes. Data analysis techniques by interviewing educators and students.

The results showed that (1) based *setimbangan* pantun module for class XI SMA students was successfully developed and has been validated by material experts and practitioners; (2) the developed rhyme modules were declared very feasible by material experts with an average score of 86.1% and practitioners with an average score of 83%; (3) comparison of the pretest, posttest, and N-gain from the use of the developed rhymes module which was developed to get a score of 0.5 including the medium category so that it is effectively used in learning

Keywords: module, experiential learning, setimbangan