

## **ABSTRAK**

### **PENGEMBANGAN MODUL PEMBELAJARAN KOSAKATA BAHASA LAMPUNG BERBASIS *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK KELAS V SEKOLAH DASAR**

**Oleh**

**RIDWAN SYUKRI**

Masalah dalam penelitian ini adalah rendahnya hasil belajar siswa kelas V pada mata pelajaran kosa kata Bahasa Lampung. Penelitian ini bertujuan untuk menghasilkan modul pembelajaran berbasis *Problem Based Learning* pada mata pelajaran Bahasa Lampung yang layak, praktis dan efektif untuk meningkatkan hasil belajar peserta didik kelas V di SD Negeri Gilih Karang Jati. Penelitian ini merupakan jenis penelitian *Research and Development* (R&D). Populasi dalam penelitian ini adalah peserta didik kelas V di SD Negeri Gilih Karang Jati. Alat pengumpulan data menggunakan instrumen tes. Modul pembelajaran berbasis *Problem Based Learning* melalui tahap uji coba validasi ahli materi, media, bahasa dan uji praktikalitas respon pendidik dan peserta didik. 1) Hasil validasi ahli materi memperoleh skor persentase sebesar 0,91% (valid), ahli media memperoleh skor persentase sebesar 0,93% (sangat valid), ahli bahasa memperoleh skor persentase sebesar 0,88% (valid). 2) Hasil uji kepraktisan respon pendidik memperoleh nilai rata-rata persentase sebesar 97,12% (sangat praktis), Hasil uji kepraktisan respon peserta didik memperoleh rata-rata persentase sebesar 98,39% (sangat praktis). Hasil uji efektivitas sebesar  $0,000 < 005$  dengan menggunakan uji *independent sample t-test*, artinya terdapat perbedaan yang signifikan antara sebelum diberikan perlakuan dengan modul pembelajaran berbasis *Problem Based Learning* dan setelah diberikan perlakuan dengan menggunakan modul pembelajaran berbasis *Problem Based Learning*. Kesimpulan penelitian modul pembelajaran berbasis *Problem Based Learning* pada mata pelajaran Bahasa Lampung, materi kosakata layak, praktis dan efektif untuk meningkatkan hasil belajar peserta didik kelas V di SD Negeri Gilih Karang Jati.

**Kata Kunci : Hasil Belajar, Modul Pembelajaran, *Problem Based Learning***

## **ABSTRACT**

### **DEVELOPMENT OF A PROBLEM-BASED LEARNING MODULE OF LAMPUNG LANGUAGE VOCABULARY TO IMPROVE STUDENTS' LEARNING OUTCOMES GRADE V ELEMENTARY SCHOOL**

**By**

**RIDWAN SYUKRI**

The problem in this research is the low learning outcomes of class V students in the Lampung language vocabulary subject. This research aims to produce a learning module based on Problem Based Learning in Lampung language subjects that is feasible, practical and effective to improve the learning outcomes of class V students at SD Negeri Gilih Karang Jati. This research is a type of Research and Development (R&D) research. The population in this study were class V students at SD Negeri Gilih Karang Jati. Data collection tools use test instruments. Problem Based Learning-based learning modules go through a trial phase of validation by material, media, language experts and testing the practicality of educators' and students' responses. 1) Validation results from material experts obtained a percentage score of 0.91% (valid), media experts obtained a percentage score of 0.93% (very valid), language experts obtained a percentage score of 0.88% (valid). 2) The results of the practicality test of educators' responses obtained an average percentage score of 97.12% (very practical), while the results of the practicality test of students' responses obtained an average percentage of 98.39% (very practical). The results of the effectiveness test were  $0.000 < 005$  using an independent sample t-test, meaning that there was a significant difference between before being treated with a Problem Based Learning based learning module and after being given treatment using a Problem Based Learning based learning module. Conclusion of research on Problem Based Learning-based learning modules in the Lampung language subject, understanding material is appropriate, practical and effective for improving the learning outcomes of class V students at SD Negeri Gilih Karang Jati.

**Keywords:** Learning Outcomes, Learning Module, Problem Based Learning