

ABSTRAK

PENGEMBANGAN LEMBAR KERJA PESERTA DIDIK (LKPD) BERBASIS *GAME BASED LEARNING* DALAM PEMBELAJARAN PPKn UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK KELAS II SDN 1 KETEGUHAN

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Penelitian ini bertujuan mengembangkan Lembar Kerja Peserta Didik (LKPD) berbasis *Game Based Learning* dalam pembelajaran Pendidikan Pancasila dan Kewarganegaraan (PPKn) untuk meningkatkan hasil belajar peserta didik kelas II SDN 1 Keteguhan, mengingat pembelajaran PPKn selama ini masih didominasi metode konvensional dan kurangnya media menarik yang berdampak pada rendahnya motivasi serta hasil belajar peserta didik. Penelitian menggunakan pendekatan *Research and Development (R&D)* dengan model ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*, dimulai dari analisis kebutuhan hingga evaluasi efektivitas produk. Hasil penelitian menunjukkan bahwa LKPD berbasis *Game- Based Learning* yang dikembangkan memiliki tingkat validitas sangat baik, praktis digunakan, serta efektif dalam meningkatkan pemahaman dan keterlibatan aktif peserta didik selama proses pembelajaran. Dengan demikian, pengembangan LKPD ini memberikan kontribusi dalam menghadirkan media pembelajaran inovatif yang dapat diterapkan di sekolah dasar untuk meningkatkan kualitas pembelajaran dan hasil belajar peserta didik, khususnya pada mata pelajaran PPKn.

Kata Kunci: LKPD, Game- Based Learning , Pendidikan Pancasila dan Kewarganegaraan (PPKn), Hasil Belajar

ABSTRACT

THE DEVELOPMENT OF STUDENT WORKSHEETS (LKPD) BASED ON GAME- BASED LEARNING IN CIVIC EDUCATION TO IMPROVE LEARNING OUTCOMES OF GRADE II STUDENTS AT SDN 1 KETEGUHAN

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This study aims to develop a Game- Based Learning -based Student Worksheet (LKPD) in Pancasila and Citizenship Education (PPKn) learning to improve the learning outcomes of grade II students of SDN 1 Keteguhan, considering that PPKn learning has so far been dominated by conventional methods and the lack of interesting media which has an impact on low motivation and student learning outcomes. The study uses a Research and Development (R&D) approach with the ADDIE model which includes the stages of Analysis, Design, Development, Implementation, and Evaluation, starting from needs analysis to product effectiveness evaluation. The results of the study indicate that the Game- Based Learning -based LKPD developed has a very good level of validity, is practical to use, and is effective in increasing students' understanding and active involvement during the learning process. Thus, the development of this LKPD contributes in presenting innovative learning media that can be applied in elementary schools to improve the quality of learning and student learning outcomes, especially in the PPKn subject.

Keywords: Student Worksheets (LKPD), Game- Based Learning , Civic Education, Learning Outcomes