WORDLESS PICTURE BOOK BERBASIS KARAKTER UNTUK

PEMBELAJARAN PPKN DI KELAS III SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media berupa *Wordless Picture Book* berbasis karakter untuk pembelajaran PPKn Kelas III Sekolah Dasar. Produk ini dikembangkan karena masih terbatasnya media dalam menyampaikan dan menginternalisasikan nilai-nilai karakter. Sejalan dengan program Penguatan Pendidikan Karakter, menegaskan bahwa perlunya upaya mengembangkan karakter dan kecakapan abad 21 yang terdiri dari *critical thinking, communication, collaboration* dan *creativity*. Berdasarkan kecakapan tersebut, setidaknya terdapat dua kecakapan abad 21 yang dimuat dalam *Wordless Picture Book* yaitu kemampuan berpikir kritis dan kreatifitas. Adapun pengembangan *Wordless Picture Book* ini bertujuan untuk mengenalkan nilai-nilai karakter dalam pembelajaran PPKn Kelas III Sekolah Dasar pada Tema 3 Benda di Sekitarku, subtema 4 Keajaiban Perubahan Wujud di Sekitarku. Metode yang digunakan adalah *Research and Development* dengan menggunakan model ADDIE (*analysis, design, development, implementation, evaluation*). Teknik analisis data dilakukan melalui dua tahap, tahap *Expert Review* dan tahap uji coba secara daring. Hasil validasi ahli media memeroleh skor presentase kelayakan sebesar 88%, ahli bahasa sebesar 97,3% dan ahli konten sebesar 92%. Sehingga memeroleh rerata skor presentase kelayakan dari *expert review* sebesar 92,4% serta masuk ke dalam kategori sangat baik dan layak untuk diujicobakan. Adapun skor dari responden pengguna sebesar 94%. Hasil uji coba *one to one evaluation* diperoleh rata-rata kelayakan produk sebesar 90%, *small group evaluation* sebesar 100% dan *field test* sebesar 95%. Sehingga diperoleh skor presentase kelayakan dari ketiga uji coba tersebut sebesar 95% dan termasuk kategori sangat baik. Hasil tersebut menunjukkan bahwa peserta didik dapat memahami dengan baik pesan moral dalam cerita dan tertarik untuk menerapkannya dalam kehidupan sehari-hari.

Kata Kunci : *Wordless Picture Book*, Pendidikan Karakter

CHARACTER-BASED WORDLESS PICTURE BOOK FOR PPKN

LEARNING IN CLASS III ELEMENTARY SCHOOLS

By

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ABSTRACT

This study aims to develop a media in the form of character-based Wordless Picture Book for Class III Elementary School PPKn learning. This product was developed due to limited media in conveying and internalizing character values. In line with the Strengthening Character Education program, emphasizes that there is a need for efforts to develop 21st century character and skills consisting of critical thinking, communication, collaboration and creativity. Based on these skills, there are at least two 21st century skills that are included in the Wordless Picture Book, namely critical thinking skills and creativity. The development of the Wordless Picture Book aims to introduce character values in PPKn Class III Elementary School learning on the theme of 3 objects around me, the sub-theme of the 4 Wonders of Changing Forms around Me. The method used is Research and Development using the ADDIE model (analysis, design, development, implementation, evaluation). The data analysis technique was carried out in two stages, the Expert Review stage and the online trial stage. The results of the media expert validation obtained a feasibility percentage score of 88%, a linguist of 97.3% and a content expert of 92%. So that the average feasibility percentage score from the expert review is 92.4% and it is included in the very good category and deserves to be tested. The score of user respondents is 94%. The results of the one to one evaluation trial obtained an average product feasibility of 90%, the small group evaluation of 100% and the field test of 95%. So that the feasibility percentage score obtained from the three trials is 95% and is in the very good category. These results indicate that students can understand well the moral messages in the stories and are interested in applying them in everyday life.