

**PENGEMBANGAN MEDIA PERMAINAN LORONG (LUDO GOTONG
ROYONG) PADA PEMBELAJARAN IPS TEMA PAHLAWANKU PADA
KELAS IV SD**

Yunita Charoline

ABSTRAK

Penelitian dan pengembangan ini bertujuan untuk menghasilkan media permainan LORONG pada pembelajaran IPS kelas IV sekolah dasar. Penelitian dilaksanakan di kelas IV SDN Jaticempaka III, Bekasi pada bulan November 2018 sampai Juli 2019. Metode penelitian yang digunakan adalah metode penelitian dan pengembangan (*R&D*) dengan model pengembangan *ADDIE*. Terdapat lima tahap penelitian dan pengembangan ini yaitu tahap *analysis*, tahap *desaign*, tahap *development*, tahap *implementation* dan tahap *evaluation*. Teknik pengumpulan data melalui wawancara dan kuesioner. Responden pengembangan ini di antaranya, satu dosen ahli materi, satu dosen ahli media, satu dosen ahli bahasa, pendidik kelas IV sekolah dasar, dan peserta didik kelas IV SDN Jaticempaka III, Bekasi berjumlah 40 orang. Hasil penelitian menunjukkan bahwa media permainan LORONG pada pembelajaran IPS kelas IV sekolah dasar ini dinilai sangat baik, hal ini terlihat dari rata-rata menurut para ahli sebesar 90% dan hasil kuesioner peserta didik sebesar 97.2%. Media permainan LORONG ini termasuk dalam kriteria sangat baik, sehingga layak digunakan sebagai sumber belajar IPS yang digunakan peserta didik untuk mempelajari kompetensi dasar 3.4 Mengidentifikasi kerajaan Hindu dan/atau Buddha dan/atau Islam di lingkungan daerah setempat serta pengaruhnya pada kehidupan masyarakat kini dalam kehidupan sehari-hari.

Kata kunci: Media Permainan Ludo , Pembelajaran IPS, Mengidentifikasi Kerajaan Hindu, Budha dan Islam

**DEVELOPMENT OF LORONG MEDIA GAME ON SOCIAL SCIENCE MY
HERO THEME FOR FOURTH GRADE ELEMENTARY SCHOOL**

Yunita Charoline

ABSTRACT

This research and development aims to produce LORONG playing media on social studies learning in the fourth grade of elementary school. The research was conducted in the fourth grade of SDN Jaticempaka III, Bekasi in November 2018 until July 2019. The research method used was the method of research and development (R & D) with the ADDIE development model. There are five stages of this research and development, namely the analysis phase, the village stage, the development stage, the implementation phase and the evaluation stage. The technique of collecting data through interviews and questionnaires. Among these development respondents were one material expert lecturer, one media expert lecturer, one language expert lecturer, fourth grade educator in primary school, and 40 students of SDN Jaticempaka III, Bekasi totaling 40 people. The results of the study showed that the media of LORONG in social studies learning in the fourth grade of elementary school was considered very good, this was seen from the average according to experts of 90% and the results of the questionnaire of students was 97.2%. The LORONG game media is included in the criteria very well, so it is worthy of being used as a social studies learning resource that is used by students to learn basic competencies.

**Keywords: Media Ludo Game, Social Science, Identifying Hindu,
Buddhist and Islamic Kingdoms**