

**PENGEMBANGAN BAHAN AJAR BUKU SAKU BERBASIS ANDROID
PADA PEMBELAJARAN IPA MATERI SIFAT-SIFAT CAHAYA
KELAS IV SD**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan bahan ajar buku saku berbasis android pada pembelajaran IPA materi sifat-sifat cahaya kelas IV sekolah dasar. Pengembangan bahan ajar buku saku berbasis android ini menggunakan metode *Research and Development* (R&D) berdasarkan model penelitian pengembangan ADDIE yang terdiri dari lima tahapan, yaitu *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penelitian ini adalah siswa kelas IV SDN Sukabumi Selatan 06 Jakarta Barat. Teknik pengumpulan data dilakukan dengan observasi, wawancara, tes, dan angket. Hasil penelitian berdasarkan angket validasi ahli menunjukkan kelayakan bahan ajar buku saku berbasis android dengan perolehan persentase sebesar 95,65% dari ahli materi, 96,59% dari ahli media, dan 91,25% dari ahli bahasa, sehingga produk ini termasuk dalam kategori sangat baik. Hasil uji coba produk kepada guru memperoleh persentase sebesar 95% dan hasil uji coba kepada siswa memperoleh persentase rata-rata sebesar 93,18% dengan kategori sangat baik. Selain itu, nilai rata-rata siswa sebelum dan sesudah menggunakan produk mengalami peningkatan dari 66,06 menjadi 84,38. Berdasarkan hasil tersebut, dapat disimpulkan bahwa produk bahan ajar buku saku berbasis android ini sangat layak untuk digunakan pada pembelajaran IPA materi sifat-sifat cahaya kelas IV sekolah dasar.

Kata kunci: Bahan Ajar, Buku Saku, Berbasis Android, Pembelajaran IPA

**DEVELOPMENT OF POCKET BOOK TEACHING MATERIALS BASED ON
ANDROID FOR SCIENCE LEARNING MATERIAL PROPERTIES OF
LIGHT FOR 4TH GRADE ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to produce pocket book teaching materials based on android in science learning material properties of light for 4th grade elementary school. The development of this pocket book teaching material based on android uses the Research and Development (R&D) method based on the ADDIE development research model which consists of five stages, with the following details Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were 4th grade students at SDN Sukabumi Selatan 06 West Jakarta. Data collection techniques were carried out by observation, interviews, test, and questionnaires. The results of the study based on expert validation questionnaires showed the feasibility of pocket book teaching materials based on android with percentage gains of 95,65% from material expert, 96,59% from media expert, and 91,25% from linguists, so this product is included in the excellent category. The results of product trials to teachers obtained a percentage of 95% and the results of the test to students obtained an average percentage of 93,18% in the excellent category. Other than that, the average score of students before and after using the product increased from 66,06 to 84,38. Based on these results, it can be concluded that this pocket book teaching material based on android is very feasible to be used in science learning material on the properties of light in 4th grade elementary school.

Keywords: Teaching Materials, Pocket Book, Android Based, Science Learning.