

PENGEMBANGAN MEDIA KARTU UNO PADA MATERI KERAGAMAN BUDAYA PPKn KELAS IV SEKOLAH DASAR

Becky Wahyuningtyas

Universitas Ahmad Dahlan

becky2100005253@webmail.uad.ac.id

Raden Wisnu Wijaya Dewojati

Universitas Ahmad Dahlan

raden.dewojati@pgsd.uad.ac.id

ABSTRACT

This study aims to develop the “UNO Budaya” card game as a teaching aid for the cultural diversity unit in the 4th-grade Civic Education curriculum at SD Muhammadiyah Pandes. The study addresses the issues of students’ low understanding of cultural diversity, the limited use of teaching aids, and the overreliance on lecture-based methods, which make learning less engaging. The study employed the Research and Development (R&D) method using the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The research subjects consisted of 51 students from grades IVA and IVB at SD Muhammadiyah Pandes. Data were collected through observation, interviews, expert validation questionnaires, teacher feedback, student feedback, and learning evaluation results. The results showed that the UNO Culture Card media achieved a very high level of feasibility based on media expert validation of 90.59%, content expert validation of 84.29%, and instructional expert validation of 89.09%. Teacher response rates reached 98% in Class IVA and 90% in Class IVB. Student response rates reached 98% in Class IVA and 98.46% in Class IVB. The average student evaluation score was 8.54 in Class IVA and 8.56 in Class IVB. These findings indicate that the Cultural UNO Card medium is highly suitable, practical, and effective for use in Civic Education (PPKn) lessons on cultural diversity.

Keywords: UNO cards, cultural diversity, educational media, Civic Education, ADDIE

ABSTRAK

Penelitian ini bertujuan mengembangkan media Kartu UNO Budaya pada materi keragaman budaya pembelajaran PPKn kelas IV di SD Muhammadiyah Pandes. Dengan permasalahan rendahnya pemahaman peserta didik terhadap materi keragaman budaya, penggunaan media pembelajaran yang masih terbatas, serta dominasi metode ceramah yang menyebabkan pembelajaran kurang menarik. Penelitian menggunakan metode Research and Development (R&D) dengan model ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian terdiri atas 51 peserta didik kelas IVA dan IVB SD Muhammadiyah Pandes. Data diperoleh melalui observasi, wawancara, angket validasi ahli, respons guru, respons peserta didik, dan hasil evaluasi belajar. Hasil penelitian menunjukkan bahwa media Kartu UNO Budaya memperoleh tingkat