

ABSTRAK

**PENGEMBANGAN PERANGKAT PEMBELAJARAN INOVATIF DALAM
SUB TEMA BERMAIN DI LINGKUNGAN RUMAH MENGACU
KURIKULUM 2013 UNTUK SISWA KELAS II SEKOLAH DASAR**

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Pembelajaran Inovatif adalah pembelajaran yang dirancang oleh guru, yang sifatnya baru dan bertujuan untuk memfasilitasi siswa dalam mengembangkan pengetahuannya sendiri dalam merubah perilaku ke arah yang lebih baik sesuai dengan potensi yang dimiliki oleh siswa. Namun, pada kenyataannya pembelajaran inovatif belum sepenuhnya dirancang oleh guru di Sekolah Dasar. Penelitian ini bertujuan untuk mengetahui kualitas perangkat pembelajaran inovatif sub tema Bermain di Lingkungan Rumah mengacu kurikulum 2013 untuk siswa kelas II Sekolah Dasar dengan menggunakan model *Problem Based Learning* (PBL) dan model pembelajaran kooperatif tipe *Numbered Head Together* (NHT).

Penelitian ini merupakan jenis penelitian pengembangan. Pengembangan perangkat pembelajaran ini menggunakan langkah-langkah pengembangan Borg & Gall yang terdiri dari tujuh tahap yaitu, (1) potensi masalah, (2) pengumpulan data, (3) desain produk, (4) validasi ahli, (5) revisi produk, (6) uji coba produk, (7) revisi produk hasil uji coba terbatas dan dihasilkan perangkat pembelajaran inovatif dalam sub tema bermain di lingkungan rumah mengacu kurikulum 2013 untuk siswa kelas II Sekolah Dasar.

Hasil penelitian menunjukkan bahwa skor rata-rata pada model *Problem Based Learning* (PBL) adalah 4,2 dengan kategori “baik” dan skor rata-rata pada model pembelajaran kooperatif tipe *Number Head Together* (NHT) adalah 4,10 dengan kategori “baik”. Hasil uji coba produk perangkat pembelajaran inovatif menunjukkan skor rata-rata 4,3 dengan kategori “sangat baik” pada model *Problem Based Learning* (PBL) dan skor rata-rata 4,26 dengan kategori “sangat baik” pada model pembelajaran kooperatif tipe *Number Head Together* (NHT). Berdasarkan hasil validasi pakar pembelajaran inovatif, guru kelas II Sekolah Dasar, dan mahasiswa PGSD 2015, diperoleh hasil skor rata-rata akhir yaitu 4,18 dengan kategori “baik”. Dengan demikian, produk yang dikembangkan ini mempunyai kualitas yang baik dan layak untuk digunakan sebagai perangkat pembelajaran inovatif mengacu Kurikulum 2013 untuk siswa kelas II Sekolah Dasar.

Kata Kunci: perangkat pembelajaran inovatif mengacu kurikulum 2013, model *Problem Based Learning* (PBL), dan model pembelajaran kooperatif tipe *Number Head Together* (NHT).

ABSTRACT***THE DEVELOPMENT OF INNOVATIVE LEARNING DEVICE IN ‘BERMAIN DI LINGKUNGAN RUMAH’ SUB-THEME REFERS TO CURRICULUM 2013 FOR 2ND GRADERS OF ELEMENTARY SCHOOL***

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Innovative learning is a learning process designed by teacher, up-to-date, and aimed for facilitating the students in developing their knowledge in order to change to better behavior in accordance with the potential of the students. However, at the fact, the innovative learning has not completely been designed by elementary school teacher. This research was aimed to know the quality of innovative learning device in ‘Bermain di Lingkungan Rumah’ sub-theme which refers to Curriculum 2013 using Problem Based Learning and cooperative learning model type Numbered Head Together (NHT).

This research was a development research. The development of this learning device used development procedures by Borg and Gall which was consisted of seven steps as follow (1) potential problem, (2) data collection, (3) product design, (4) expert validation, (5) product revision, (6) product trial, (7) product revision of limited trial result in order to design innovative learning device in ‘Bermain di Lingkungan Rumah’ sub-theme which refers to Curriculum 2013 for 2nd graders of elementary school.

The result of this research showed that the average score of Problem Based Learning was 4.2, which was categorized as “good”, while average score of cooperative learning model type Numbered Head Together (NHT) showed 4.10, which was categorized as “good” as well. The product trial result of innovative learning device showed 4.3 as the average score, which was categorized “very good” in Problem Based Learning, while the cooperative learning model type Numbered Head Together (NHT) showed 4.26 as the average score, which was categorized as “very good”. Based on the result of innovative learning expert validation, 2nd graders elementary school teachers, PGSD students batch 2015, it could be obtained the final average score of 4.18 which was categorized as “good”. Therefore, this developed product has good quality and is feasible to be used as an innovative learning device refers to Curriculum 2013 for 2nd graders of elementary school.

Keywords: *innovative learning device refers to Curriculum 2013, Problem Based Learning model, cooperative learning model type Numbered Head Together (NHT).*