

ABSTRAK

Ratih Indriana Yulianti 2026. *Pengembangan Media Pembelajaran Ular Tangga Digital Berbasis Qr Code Pada Materi IPAS Rantai Makanan Siswa Kelas V Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Ivayuni Listiani, S.Pd., M.Pd., (II) Dr. Fauzatul Ma'rufah R, S.Pd., M.Pd.

Mengembangkan media pembelajaran ular tangga digital berbasis *QR Code* untuk materi IPAS rantai makanan kelas V SD. Masalah penelitiannya ialah pembelajaran masih konvensional, media kurang menarik, dan minat serta pemahaman siswa rendah. Tujuannya adalah mengetahui prosedur pengembangan dan kevalidan media tersebut sasarannya siswa kelas V SDN Jatirejo. Penelitian ini menggunakan metode R&D dengan model ADDIE untuk mengembangkan media pembelajaran ular tangga digital berbasis *QR Code* pada materi IPAS rantai makanan siswa kelas V SD. Tahapannya meliputi analisis, desain, pengembangan, implementasi, dan evaluasi. Hasil penelitian ini adalah bahwa pembelajaran IPAS kelas V di SDN Jatirejo masih didominasi ceramah, LKS, dan media yang terbatas sehingga siswa kurang aktif dan kurang memahami materi rantai makanan. Karena itu, dikembangkan media ular tangga digital berbasis *QR Code* yang dinilai relevan, menarik, dan membantu meningkatkan minat serta pemahaman siswa. Kesimpulannya adalah media Ular Tangga Digital berbasis *QR Code* pada materi IPAS rantai makanan untuk kelas V dinyatakan sangat layak, valid, dan praktis digunakan dalam pembelajaran. Media ini dikembangkan dengan model ADDIE dan mendapat respon positif dari ahli, guru, serta siswa.

Kata Kunci : Pengembangan, Media pembelajaran, Digital, *QR Code*, IPAS, Rantai makanan

ABSTRACT

Ratih Indriana Yulianti. 2026. *Development of a Digital Snakes and Ladders Learning Media Based on QR Code for Food Chain Science Material for Grade V Elementary School Students*. Thesis. Elementary School Teacher Education Study Program, FKIP, Universitas PGRI Madiun. Advisors: (I) Dr. Iyayuni Listiani, S.Pd., M.Pd., (II) Dr. Fauzatul Ma'rufah R, S.Pd., M.Pd.

This study develops a digital snakes and ladders learning media based on QR Code for Grade V Science (IPAS) food chain material. The research problem identifies that learning is still conventional, media are insufficiently engaging, and students show low interest and comprehension. The objective is to determine the development procedure and the validity of the media, with Grade V students of SDN Jatirejo as the target population. This study employs the R&D method with the ADDIE model to develop the digital snakes and ladders learning media based on QR Code for Grade V Science food chain material. The development stages include analysis, design, development, implementation, and evaluation. The findings indicate that Grade V Science learning at SDN Jatirejo is still dominated by lectures, worksheets, and limited media, causing students to be less active and to have a poor understanding of food chain material. Therefore, a digital snakes and ladders learning media based on QR Code was developed, which is considered relevant, engaging, and helpful in improving students' interest and comprehension. The conclusion is that the Digital Snakes and Ladders Media based on QR Code for Grade V Science food chain material is declared highly feasible, valid, and practical for use in learning. The media was developed using the ADDIE model and received positive responses from experts, teachers, and students.

Keywords: Development, Learning Media, Digital, QR Code, Science (IPAS), Food Chain