

ABSTRAK

Apriliansa Kusuma Reista. 2026. *Pengembangan Media Interaktif “Cambuse Go” Berbasis Scratch dengan Model Discovery Learning Pada Pembelajaran IPAS Siswa Kelas IV SDN Simbatan 1*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd., (II) Dr. Fauzatul Maru’fah Rohmanurmeta.

Penelitian ini memiliki tujuan untuk mengembangkan media interaktif “Cambuse Go” dengan *scratch* berbasis model *discovery learning* yang efektif dan layak untuk digunakan dalam mempengaruhi hasil belajar IPAS siswa kelas IV materi wujud zat dan perubahannya di sekolah dasar. Penelitian ini menggunakan metode *Research and Development* (RnD) dengan model ADDIE. Instrumen penelitian meliputi lembar validasi ahli, angket respon siswa dan guru, serta soal *pre-test* dan *post-test*. Sampel penelitian melibatkan 13 siswa kelas IV SD. Hasil penelitian menunjukkan penilaian ahli media 91%, ahli materi 83%, dan ahli bahasa 98%. Hasil uji coba luas *pre-test* memperoleh nilai rata-rata 68 dan *post-test* 91, dengan *n-Gain* 0,76 kategori tinggi, serta tingkat keefektivitasan efektif. *Effect size* media 1,95 *strong effect* (efek tinggi), media berdampak sangat tinggi pada proses pembelajaran. Berdasarkan hasil penelitian menunjukkan bahwa media mempengaruhi hasil belajar siswa dan media layak serta efektif. Penelitian ini berimplikasi dalam mempengaruhi hasil belajar siswa, khususnya siswa kelas IV SD dengan mata pelajaran IPAS materi wujud zat dan perubahannya, serta memperkuat *cognitive theory of multimedia learning* Mayer bahwa kombinasi elemen visual, audio dan teks dalam media interaktif “Cambuse Go” berbasis *scratch* mempengaruhi pemahaman siswa.

Kata Kunci: Cambuse Go, Discovery Learning, Materi wujud zat dan perubahannya

ABSTRAK

Apriliana Kusuma Reista. 2026. Development of the Scratch-Based Interactive Media “Cambuse Go” Using the Discovery Learning Model in Science Education for Fourth-Grade Students at SDN Simbatan 1. Thesis. Elementary School Teacher Education Program, Faculty of Teacher Training and Education, PGRI University of Madiun. Advisors: (I) Dr. Endang Sri Maruti, M.Pd., (II) Dr. Fauzatul Maru’fah Rohmanurmeta.

The purpose of this study is to develop an effective and feasible “Cambuse Go” interactive media tool using Scratch, based on the discovery learning model, to influence the learning outcomes of fourth-grade elementary school students in the subject of physical states of matter and their changes. This study employed the Research and Development (R&D) method using the ADDIE model. The research instruments included an expert validation sheet, student and teacher response questionnaires, and pre-test and post-test items. The research sample consisted of 13 fourth-grade elementary school students. The results showed that the media received a 91% rating from content experts, the subject matter received an 83% rating, and the language received a 98% rating. The results of the large-scale pilot test yielded an average score of 68 on the pre-test and 91 on the post-test, with an n-Gain of 0.76 (high category) and an effectiveness rating of “effective.” The media effect size was 1.95, indicating a strong effect (high effect); the media had a very high impact on the learning process. Based on the research results, it was shown that the media influenced student learning outcomes and that the media was both appropriate and effective. This study has implications for influencing student learning outcomes, particularly for fourth-grade elementary school students in the IPAS subject covering the topic of the states of matter and their changes, and reinforces Mayer’s cognitive theory of multimedia learning, which states that the combination of visual, audio, and text elements in the Scratch-based interactive “Cambuse Go” media influences student understanding.

Keywords: Cambuse Go, Discovery Learning, The Properties of Matter and Their Changes