

INTISARI

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif Pendidikan Agama Islam materi bersuci pada siswa kelas 1 SD Negeri 01 Jatikuwung. Materi yang terdapat pada media pembelajaran ini berupa penggolongan najis, tata cara wudhu, dan tayamum. Media dikembangkan menggunakan perangkat lunak *Adobe Animate* dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian ini menggunakan metode penelitian *kuantitatif* dan *kualitatif*. Pengumpulan data dilakukan melalui observasi, wawancara, studi pustaka, *pre-test*, *post-test*, dan kuesioner. Uji coba dilakukan pada 25 siswa kelas 1B SD Negeri 01 Jatikuwung. Hasil penelitian menunjukkan adanya peningkatan pemahaman siswa. Nilai rata-rata *pre-test* sebesar 56,8 meningkat menjadi 82,8 pada *post-test* dengan N-Gain rata-rata 0,52 (52%) yang termasuk kategori sedang. Hasil penilaian kelayakan media melalui kuesioner menunjukkan skor ahli media sebesar 85% (sangat layak), ahli materi 95% (sangat layak), dan respon siswa sebesar 91% (sangat setuju). Dapat disimpulkan bahwa media pembelajaran interaktif yang dikembangkan layak digunakan dan dapat meningkatkan pemahaman siswa terhadap materi bersuci. Media ini juga mampu menarik minat belajar siswa sehingga dapat dijadikan alternatif inovatif dalam pembelajaran Pendidikan Agama Islam di sekolah dasar.

Kata kunci: Media Pembelajaran, Pendidikan Agama Islam, Bersuci, ADDIE

ABSTRACT

This research aims to develop interactive learning media for Islamic Education on the topic of purification for first-grade students at SD Negeri 01 Jatikuwung. The content of this learning media includes the classification of impurities, the procedures for performing ablution, and tayammum. The media was developed using Adobe Animate software with the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). This study employs both quantitative and qualitative research methods. Data collection was conducted through observation, interviews, literature studies, pre-tests, post-tests, and questionnaires. The trial was conducted with 25 students from class 1B at SD Negeri 01 Jatikuwung. The results indicate an improvement in student understanding. The average pre-test score was 56.8, which increased to 82.8 in the post-test, with an average N-Gain of 0.52 (52%), categorized as moderate. The assessment of the media's feasibility through questionnaires showed a media expert score of 85% (very feasible), a content expert score of 95% (very feasible), and a student response score of 91% (strongly agree). It can be concluded that the developed interactive learning media is suitable for use and can enhance students' understanding of the topic of purification. This media also successfully engages students' interest in learning, making it an innovative alternative for Islamic Education in elementary schools.

Keyword: learning media, Islamic Religious Education, Purification, ADDIE