**ABSTRAK**

**PENGEMBANGAN MEDIA DIGITAL *SCRAPBOOK* PADA PEMBELAJARAN MATEMATIKA BANGUN DATAR**

**BERBASIS KONTEKSTUAL DI KELAS IV SD**

**ELSA YULANDA**

Penelitian ini bertujuan untuk untuk mengetahui media pembelajaran digital *scrapbook* pada pembelajaran matematika bagun datar berbasis kontekstual kelas IV SD yang memiliki dampak menumbuhkan minat belajar siswa untuk menerima pembelajaran. Jenis penelitian ini adalah *Research and Development (R&D),* dengan menggunakan model ADDIE yang memiliki 5 langkah yaitu analisis *(analyze),* perancangan *(design),* pengembangan *(development),* implementasi *(implementation),* dan evaluasi *(evaluation).* Teknik pengumpulan data dalam penelitian ini yaitu lembar validasi dan angket. Analisis data yang digunakan yaitu analisis deskriftif kualitatif dan analisis kuantitatif. Dari hasil penilaian validasi ahli materi diperoleh presentase 87,272% dengan kriteria “Sangat Valid”. Dari hasil penilain validasi ahli desain diperoleh presentase 95% dengan kriteria “Sangat Valid”. Dari angket respon guru didapatkan 5 mendapatkan jawaban “ya” dan 0 mendapatkan jawaban “tidak”. Dari angket respon siswa “ya” mendapatkan 105 respon dan “tidak” mendapat 3 respon. Dapat disimpulkan bahwa media digital *scrapbook* pada pembelajaran matematika bangun datar berbasis kontekstual di kelas IV SD sangat valid dan layak untuk digunakan dan dijadikan media pembelajaran dikelas. Hal ini dikarenakan media digital *scrapbook* dapat menumbuhkan minat siswa untuk mengikuti pembelajaran.

**Kata kunci :** *Kontekstual, Digital Scrapbook,*

***ABSTRACT***

***DEVELOPMENT OF DIGITAL SCRAPBOOK MEDIA IN CONTEXTUAL-BASED CONTEXTUAL BASED FLAT MATHEMATICS LEARNING IN CLASS IV SD***

**ELSA YULANDA**

*This study aims to determine the digital scrapbook learning media in contextual-based learning of flat-built mathematics for fourth grade elementary school which has the impact of growing students' interest in learning to accept learning. This type of research is Research and Development (R&D), using the ADDIE model which has 5 steps, namely analysis, design, development, implementation, and evaluation. Data collection techniques in this study are validation sheets and questionnaires. The data analysis used is descriptive qualitative analysis and quantitative analysis. From the results of the material expert validation assessment, a percentage of 87.272% was obtained with the "Very Valid" criteria. From the results of the validation assessment of design experts obtained a percentage of 95% with the criteria "Very Valid". From the teacher's response questionnaire, 5 got the answer "yes" and 0 got the answer "no". From the student response questionnaire, "yes" got 105 responses and "no" got 3 responses. It can be concluded that the digital scrapbook media in contextual-based mathematics learning in fourth grade elementary school is very valid and feasible to be used and used as learning media in the classroom. This is because digital scrapbook media can foster student interest in participating in learning.*

# ***Keywords:*** *Contextual, Digital Scrapbook,*