

## **DEVELOPMENT OF FUN THINKERS BOOK LEARNING MEDIA IN SOCIAL STUDIES CLASS VII MTS ASHRI SUBJECTS**

**Miftahul Khotimah<sup>1</sup>, Anindya Fajarini<sup>2</sup>**

<sup>1,2</sup> Program Stud Tadris Ilmu Pengetahuan Sosial, FTIK UIN Kiai Haji Achmad Siddiq Jember

e-mail: [miftahsyah.oye14@gmail.com](mailto:miftahsyah.oye14@gmail.com)

<sup>1</sup> UIN Kiai Haji Achmad Siddiq Jember

e-mail: [a.fajarini@gmail.com](mailto:a.fajarini@gmail.com)

<sup>2</sup> UIN Kiai Haji Achmad Siddiq Jember

### **Abstract**

*The limited use of learning media that is less effective causes the learning process to become a problem for students. this makes teaching and learning activities boring. Development of media fun thinkers book to assist the availability of learning media and motivation to participate in teaching and learning activities for social studies subjects. This research purpose: 1) Produce products for the development of social science learning media fun thinkers book for class VII at MTs ASHRI for 2020/2021. 2) Knowing the validity of the product development of social science learning media fun thinkers book class VII at MTs ASHRI for 2020/2021. The method used is R&D, the ASSURE development model. Collecting data using questionnaires and interviews. The research subjects were social studies teachers and 35 seventh-grade students. Data analysis using qualitative and quantitative techniques. The results showed that: (1) material expert validation I with a score of 80.76% "quite valid", (2) material expert validation II with a score of 71.15% "quite valid", (3) media expert validation with a score of 68.18% "fairly valid". The results of the field trials showed: (1) small group trials with a score of 87.5% "very effective" category, (2) cognitive competency test results in large group trials with a score of 83% "very effective" (3) results in a large group trial response questionnaire with a score of 93.07% in the "very valid" category. The conclusions of the research are: (1) the fun thinkers book learning media was developed with the ASSURE model so that it is appropriate to use social studies learning media in class VII for the 2020/2021 school year; (2) the fun thinker's book media is validated by experts, social studies teachers and has been tested in small and large groups so that they are feasible and effective as learning media in social studies subjects for class VII for 2020/2021.*

**Keywords:** *Fun thinkers book, IPS subject, Learning media*

### **Abstrak**

Terbatasnya penggunaan media pembelajaran yang kurang efektif menyebabkan proses pembelajaran menjadi permasalahan bagi siswa. hal ini membuat kegiatan belajar mengajar yang membosankan. Pengembangan media *fun thinkers book* untuk membantu ketersediaan media pembelajaran dan motivasi mengikuti kegiatan belajar mengajar mata pelajaran IPS. Penelitian ini bertujuan : 1) Menghasilkan produk pengembangan media pembelajaran IPS *fun thinkers book* kelas VII di MTs ASHRI Tahun Pelajaran 2020/2021. 2) Mengetahui kevalidan produk pengembangan media pembelajaran IPS *fun thinkers book* kelas VII di MTs ASHRI Tahun Pelajaran 2020/2021. Metode yang digunakan R&D, model pengembangan ASSURE. Pengumpulan data menggunakan teknik angket dan wawancara. Subjek Penelitian guru IPS dan 35 siswa kelas VII. Analisis data menggunakan teknik kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa: (1) validasi ahli materi I dengan skor 80,76% "cukup valid", (2) validasi ahli materi II dengan skor 71,15% "cukup valid", (3) validasi ahli media dengan skor 68,18% "cukup

valid". Hasil uji coba lapangan menunjukkan: (1) uji coba kelompok kecil dengan skor 87,5% kategori "sangat efektif", (2) hasil tes uji kompetensi kognitif pada uji coba kelompok besar dengan skor 83% "sangat efektif" (3) hasil angket respon uji coba kelompok besar dengan skor 93,07% kategori "sangat valid". Kesimpulan hasil penelitian adalah: (1) media pembelajaran *fun thinkers book* dikembangkan dengan model ASSURE sehingga layak digunakan media pembelajaran mata pelajaran IPS di kelas VII tahun pelajaran 2020/2021; (2) media *fun thinkers book* tervalidasi ahli, guru IPS dan telah uji coba kelompok kecil dan besar sehingga layak dan efektif sebagai media pembelajaran pada mata pelajaran IPS kelas VII tahun pelajaran 2020/2021.

**Kata Kunci:** *fun thinkers book*; Mata pelajaran IPS; Media Pembelajaran.

## INTRODUCTION

Education is a human effort to grow and develop the potential of self-carrying, both physical and spiritual by values and norms in society and culture (Anwar 2015). Creating a learning atmosphere and an active learning process, educators have a role as class managers to create a conducive learning atmosphere. The provision of effective learning requires systematic elements such as teachers, students, learning objectives, teaching materials, learning models, learning methods, learning media, and the classroom atmosphere that is formed.

Media as a tool in the teaching and learning process is an undeniable reality. Learning media is one of the tools used by teachers in an effective learning process to deliver teaching materials to students (Rohani 2019). The benefit of using learning media is to provide convenience for teachers to students in delivering material, especially teaching materials that are abstract and difficult to understand (Thobroni 2015). One of the factors causing the low absorption and level of understanding of students in receiving lessons is boring teaching and learning activities (Spiritual, 2019).

This problem is relevant to the empirical evidence that occurs in the field, especially in social studies learning in MTs ASHRI. Most teachers in learning use the lecture method whose implementation of learning is teacher-centered so that visible interactions are only one-way and the teacher strongly dominates the learning process. This is supported by the lack of learning media so that students feel bored and uninterested, thus students are passive and do not concentrate so the success of learning activities may not be achieved according to the expectations of educators.

Efforts to develop fun thinkers' book learning media have been taken by other experts to approach the same or relatively the same problems. Thus, the research and development efforts to be carried out have a good empirical foundation (Drafting Team, 2019). This research was conducted by Zharotul Azizah at the University of Muhammadiyah Surabaya with the title "The Effectiveness of Math Thinkers on Geometry Materials of Flat Quadrilaterals and Triangles" (Azizah 2019). The difference between this research and the research to be carried out is the method used, in the research that will be carried out using the R&D method, and in previous research using quantitative descriptive. The purpose of the research that will be carried out is to

find out the steps for developing social studies learning media fun thinkers book in Smp / Mts as equal and to determine the effectiveness of social studies learning media development products fun thinkers book in SMP / Mts equivalent. The similarity in this study was to use the media of Fun Thinkers, and the research was carried out in class VII. The relevant previous research was written by Rindiana Putri with the research title "development of thematic learning media "fun thinkers book" theme of various works(Riani, Huda, and Fajriyah 2019). The difference between this research and the research that will be carried out is the development model on the research that will be carried out using the ASSURE model, research location, and education level. The equation is to use research and development methods, and develop media fun thinkers book.

Social studies learning media needs to be developed for motivation in every learning activity. From this, the fun thinker's book media is considered effective to be used to help increase motivation and understanding in social studies learning materials. Media fun thinkers book is one of the learning media developed by Grolier Asia, print-based in the form of a book package equipped with tools, namely a demonstration frame(Permadi, N.A., and Pattiserlihun 2018). According to Gordon fun thinkers are learning media in the form of a set of books designed to make learning activities more enjoyable. This learning medium is presented in a game with books and demonstration frames that create more fun learning activities(Anjarini 2020). The fundamental thing to do in this fun thinkers book game is to match. Another study explained that this fun thinkers media is effective up to 86.81% to help students in teaching and learning activities actively and help students quickly understand the material(Permadi, N.A., and Pattiserlihun 2018).

## **METHOD**

The research method used is research and development or Research and Development (R&D). This research method is used to produce certain products, and test their effectiveness of these products(sugiono 2018). Using the ASSURE model developed by sharon E. Maldino, Deborah L. Lowther, and James D. Russel. There are 6 stages(Fajarini 2018). The first stage is to analyze the learner. 3 characteristics should be considered in the learner, namely general characteristics, initial ability specifications, and learning styles. The General Characteristic of MTs class VII students with a background in the class is a transition from elementary school students who need adaptation. Social studies subjects have quite a lot of material, so it is needed to read the material. Meanwhile, students often complain of drowsiness if they are told to read, because of the density of activities in Islamic boarding schools. So that an intermediary is needed to deliver material that can increase student motivation, therefore social studies learning media is needed for teaching and learning activities. In learning activities in social studies subjects, students often break concentration if they only listen to explanations, so a medium that has a high level of stimulus is needed.

The second stage is to formulate the standards and learning objectives to be achieved. The learning objectives are that students are expected to be able to understand human activity material in meeting needs through fun thinkers book learning media well with basic competencies 3.3.

The third stage of planning effective learning is choosing appropriate strategies, technologies, media, and learning materials. In this third stage, the media used is Media fun thinkers books, namely learning media with how to use it such as playing, so that it can provide a pleasant atmosphere, the material chosen is human activity in meeting their needs.

The fourth stage is to use media and materials. To do this stage, follow the "5P" process, namely: Preview, which is to check the media fun thinkers books to prepare for use in learning, so that the third is used in good condition. That is by first creating a fun thinkers book learning media first, equipped with books and demonstration frames. Preparing (prepare), preparing fun thinkers books media with material on human activities in meeting the needs, namely designing fun thinkers book media using the Corel draw application and making demonstration frames with 9 boxes using wood. Prepare, print a fun thinkers book, and paint on the frame of the media display. Prepare, and validate material experts and media experts and make improvements following the advice of experts. Provide the learning experience of grade VII students, by creating a rpp and preparing for small-group and large-group trials.

The fifth stage is to activate the participation of learners. Using fun thinkers books media in teaching and learning activities. The Sixth Stage is evaluation and revision to see how far the learning media can achieve the goals that have been set before. Revise the learning media which is seen through the assessment of fun thinker's books learning media as well as value by media experts, and material experts, to obtain validation from experts.

## **RESULTS AND DISCUSSION**

The following is explained the results of research and development of fun thinkers book learning media. Learning media is any thing or form that can be used for the process of distributing messages or information to achieve learning objectives(Syharuddin & Mutiani 2020). Learning media is a component that cannot be separated from the learning process, the use of learning media is a creative and systematic effort to create a student learning experience, so that in the end it becomes quality(Asyhar 2011). Below are the results of validation by experts and the results of trials as the effectiveness of the use of social studies learning media fun thinkers book in class VII . Data analysis techniques used to analyze data in the form of notes of suggestions, criticisms and responses obtained from expert validation questionnaires(Musyarofah&Anindya Fajarini, 2018). Analysis of the validity of the Media Fun Thinkers book material validation questionnaire data, and

social studies teachers and student response questionnaires in the form of score data, then analyzed using formulas(Akbar Sa'dun 2011)

$$V = \frac{TSe}{TSh} \times 100\%$$

Description :

V- = Expert validation

Tsh = total expected score

Tse = Total empirical score achieved

a. Material Expert Validation

The 1st material expert in product development, as well as a validator, is Mrs. Nafisatul Insiyah, M.Pd. who is one of the teachers who has integrated social studies competencies. Material expert II in product development, as well as a validator, is Mrs. Siti Khoiriyah, S.Pd. who is one of the educators at MTs. ASHRI as well as a teacher of social studies class VII subjects.

$$V - ah = \frac{TSe}{TSh} \times 100\%$$

Percentage of material experts I =  $\frac{42}{52} \times 100\% = 80,76 \%$

Percentage of material experts II =  $\frac{37}{52} \times 100\% = 71,15 \%$

Description :

V- = Expert validation

Tsh = total expected score

Tse = Total empirical score achieved

**Table I**  
**Table of Product Eligibility Criteria**

NO	Criteria for Achievement of grades (effectiveness)	Effectiveness/Validity Level
1	81,00 % - 100,00 %	Very valid, very effective, very complete, usable without repair
2.	61,00 % - 80,00 %	Quite valid, effective enough, quite complete, usable but needs improvement
3.	41,00 % - 60,00 %	less valid, less effective, less complete, needs major repairs, is recommended not to be used.
4.	21,00 % - 40,00 %	Invalid, Ineffective, Incomplete,

		unusable.
5.	00,00 % - 20,00 %	Very invalid, very ineffective, very incomplete, unusable.

Data source: Questionnaire

The results of research from material experts on fun thinkers book learning media, the results of the validation test are 80.76%, these results are included in the assessment criteria for values of 61.00% - 80.00% with the category of quite valid, quite effective, quite complete, can be used but need improvement according to the advice of material experts I. Based on the results of research from material experts II on fun thinkers books learning media, the result of the validation test is 71.15%, the result is included in the assessment criteria value of 61.00% - 80.00% with the category of quite valid, quite effective, quite complete, can be used but needs improvement according to the advice of material experts II.

#### b. Media Expert Validation

Media Expert in product development, as well as a validator, is Dr. Moh sutomo, M.Pd. a lecturer of the Tadris IPS study program at IAIN Jember. Data analysis of validation results from media experts includes aspects of presentation, print design, and visual principles. Based on the assessment by media experts, the results of data analysis are obtained as follows.

$$V - ah = \frac{TSe}{TSh} \times 100\%$$

$$\text{Percentage of value by media experts } V - ah = \frac{30}{44} \times 100\% = 68,18 \%$$

Information:

V-ah = Expert validation

Tsh = Max Total Score

Tse = Total empirical score achieved.

**Table 2**

**Table of Product Eligibility Criteria**

NO	Criteria for Achievement of grades (effectiveness)	Effectiveness/Validity Level
1	81,00 % - 100,00 %	Very valid, very effective, very complete, usable without repair
2.	61,00 % - 80,00 %	Quite valid, effective enough, quite complete, usable but needs

		improvement
3.	41,00 % - 60,00 %	less valid, less effective, less complete, needs major improvement, it is recommended not to be used.
4.	21,00 % - 40,00 %	Invalid, Ineffective, Incomplete, unusable.
5.	00,00 % - 20,00 %	Very invalid, very ineffective, very incomplete, unusable.

Data source: Questionnaire

Based on the results of the assessment from media experts on fun thinkers book learning media, the results of the validation test are 68.18%, these results are included in the assessment criteria for values of 61.00% - 80.00% with the category of quite valid, quite effective, quite complete, can be used but need improvement according to the advice of media experts.

a. Small Group Trials

The results of the data analysis of the fun thinkers book media product trial in a small group were tested on 6 students and obtained results with the following formula.

$$V - au = \frac{TSe}{TSh} \times 100\%$$

$$V - au = \frac{210}{240} \times 100\% = 87,5 \%$$

Information:

V-au = Audience validation

Tsh = Maximum total score

Tse = Total empirical score achieved

**Table 3**

Assessment criteria

No	Criteria for Achievement of grades (effectiveness)	Effectiveness/Validity Level
1	81,00 % - 100,00 %	Very valid, very effective, very complete, usable without repair
2.	61,00 % - 80,00 %	Quite valid, effective enough, quite complete, usable but needs improvement

3.	41,00 % - 60,00 %	less valid, less effective, less complete, needs major repairs, is recommended not to be used.
4.	21,00 % - 40,00 %	Invalid, Ineffective, Incomplete, unusable.
5.	00,00 % - 20,00 %	Very invalid, very ineffective, very incomplete, unusable.

Source: data from the questionnaire

Based on the results of small group trials, the results of the validation test are 87.5%, these results are included in the assessment criteria of 81.00% - 100.00% values with the category of very valid, very effective, very complete, and can be used without improvement. So that the fun thinkers book media is very valid, very effective, very complete and can be used for large-scale trials without improvement as a learning medium for social studies subjects in class VII.

b. Large Group Trials

The results of the data analysis of the fun thinkers book media product trial in a large group were tested on 35 students and obtained results with the following formula.

1) Large group trial competency test results

$$V - au = \frac{TSe}{TSh} \times 100\%$$

$$V - au = \frac{2910}{3500} \times 100\% = 83,14 \%$$

Information:

V-au = Validation *audience*

Tsh = Maximum total score

Tse = Total empirical score achieved.

**Tabel 4**

**Kriteria penilaian**

No	Kriteria Pencapaian nilai (keefektifan)	Tingkat efektifitas/Validitas
1	81,00 % - 100,00 %	Very valid, very effective, very complete, usable without repair
2.	61,00 % - 80,00 %	Quite valid, effective enough, quite complete, usable but needs



		improvement
3.	41,00 % - 60,00 %	less valid, less effective, less complete, needs major improvement, it is recommended not to be used.
4.	21,00 % - 40,00 %	Very invalid, very ineffective, very incomplete, unusable.
5.	00,00 % - 20,00 %	Very invalid, very ineffective, very incomplete, unusable.

Data source: Competency test

#### 1. Results of large group trial response questionnaires

$$V - au = \frac{TSe}{Tsh} \times 100\%$$

$$V - au = \frac{1303}{1400} \times 100\% = 93,07 \%$$

Information:

V-au = Audience validation

Tsh = Maximum total score

Tse = Total empirical score achieved

**Table 5**

#### **Assessment criteria**

No	Criteria for achieving grades (effectiveness)	Effectiveness/Validity Level
1	81,00 % - 100,00 %	Very valid, very effective, very complete, usable without repair
2.	61,00 % - 80,00 %	Quite valid, effective enough, quite complete, usable but needs improvement
3.	41,00 % - 60,00 %	less valid, less effective, less complete, needs major repairs, is recommended not to be used.
4.	21,00 % - 40,00 %	Invalid, Ineffective, Incomplete, unusable.
5.	00,00 % - 20,00 %	Very invalid, very ineffective, very incomplete, unusable.

Data source: Questionnaire

Based on the results of large group trials, the results of the validation test are 93.07%, these results are included in the value assessment criteria of 81.00% - 100.00% with the category of very valid, very effective, very complete, and can be used without improvement. So that the fun thinkers book media is very valid, very effective, very complete and can be used without improvement as a learning medium for social studies subjects in class VII. The assessment criteria based on the function and benefits of learning media are attentional function, affective function, cognitive function, and compensatory function(Arsyad 2015)

## **CONCLUSION**

Based on the results of the research and discussions that have been carried out, the conclusion is drawn:

1. Producing fun thinkers book learning media development products in social studies subjects for the 2020/2021 academic year.
  - a. Fun thinkers book learning media is a series of printed media-based books equipped with display frames.
  - b. Media fun thinkers book contains material "Human Activities in Meeting Their Needs" The book contains core competencies, basic competencies, indicators, and instructions for use.
  - c. The media fun thinkers book contains three chapters, chapter I scarcity and necessity, chapter II actions, economic motives and principles, chapter III economic activities, and accompanied by a concept map in each chapter as well as matching activities that have different color variations in each chapter in his book.

The frame of the display is in the form of a box of 1-9 numbers and the back side of the number has green, blue and yellow colors.

2. Validity of social studies learning media development products fun thinkers book in MTs ASHRI. The results of data analysis on the validity test by material experts I were 80.76%, with the category "quite valid". Material expert analysis II of fun thinkers book learning media, the result of the validation test was 71.15%, with the category "quite valid".The validity test results on media experts were 68.15%, with the category "quite valid" Based on the results of the small group trial, the results of the validation test were 87.5%, the category "very valid" Based on the results of the large group trial, the result of the cognitive competency test was 81.5%, with the category "very effective. The results of the response questionnaire to see the application of fun thinkers book media, namely 93.07%

with the category "very effective" and interesting used as learning media in class VII social studies subjects at MTs ASHRI.

## BIBLIOGRAPHY

- Akbar Sa'dun, Sriwijaya Hadi. 2011. *Pengembangan Kurikulum Dan Pembelajaran Ilmu Pengetahuan Sosial*. bengkulu : Syaamil cipta media.
- Anjarini, Anti Santika. Ahmad MulyadipranaResa Respati. 2020. "Fun Thikers Sebagai Media Pembelajaran Untuk Siswa Sekolah Dasar : Kajian Hipotetik | Anjarani | PEDADIDAKTIKA: Jurnal Ilmiah Pendidikan Guru Sekolah Dasar." *PEDADIDAKTIKA: Jurnal Ilmiah Pendidikan Guru Sekolah Dasar* 7 (4).
- Anwar, Muhammad. 2015. "Filsafat Pendidikan." 2015. Jakarta: Premada Media Group
- Arsyad, Azhar. 2015. *Media Pembelajaran*. Edited by Azhar Arsyad. jakarta: Raja Grafindo Persada.
- Asyhar, Rayandra. 2011. *Kreatif Mengembangkan Media Pembelajaran*. Jakarta: Gedung Persada Press.
- Azizah, Zharotul. 2019. "Efektivitas Math Thinkers Pada Materi Geometri Bangun Datar Segiempat Dan Segitiga." *MUST: Journal of Mathematics Education, Science and Technology* 4 (1): 1–12.
- Fajarini, Anindya. 2018. *Membongkar Rahasia Pengembangan Bahan Ajar IPS*. Jember: Gema Press.
- Musyarofah. Anindya Fajarini. 2018. "PENGEMBANGAN BAHAN AJAR IPS BERBASIS BUDAYA DAN KEARIFAN LOKAL MASYARAKAT PANDALUNGAN DI KABUPATEN JEMBER UNTUK SISWA SMP/ MTs. - PDF Free Download." *FENOMENA* 17 (1).
- Permadi, Cahyo, Made R. S. Shanti. N.A. Shanti. N.A., and Alvama Pattiserlihun. 2018. "Penerapan Model Turnamen Dengan Fun Frame In Physics Pada Pembelajaran Tentang Hukum Induksi Elektromagnetik Faraday." *Radiasi : Jurnal Berkala Pendidikan Fisika* 11 (1): 1–10.
- Riani, Rindiana Putri, Khoirul Huda, and Khusnul Fajriyah. 2019. "PENGEMBANGAN MEDIA PEMBELAJARAN TEMATIK 'FUN THINKERS BOOK' TEMA BERBAGAI PEKERJAAN." *Jurnal Sinektik* 2 (2): 173–84.
- Rohani. 2019. "Media Pembelajaran." medan : Fakultas Ilmu Tarbiyah Dan Keguruan Universitas

Islam Negeri Sumatera Utara.

Sugiono. 2018. *Metode Penelitian Kuantitatif*. Bandung: Alfabeta.

Syahrudin & Mutiani. 2020. *STRATEGI PEMBELAJARAN IPS: Konsep Dan Aplikasi*. Edited by Bambang Subiyakto and Ersis Warmansyah Abbas. Program Studi Pendidikan IPS Fakultas Keguruan dan Ilmu Pendidikan Universitas Lambung Mangkurat.

Thobroni, M. 2015. *Belajar & Pembelajaran: Teori Dan Praktik / M. Thobroni*. Cet. 1. Yogyakarta: Ar-Ruzz Media.