

## ABSTRAK

Maghfirah, Lailatul. 2020. Pengembangan Permainan Tradisional *Lir-Sa'alirkong* Untuk Melatih Daya Ingat Siswa Kelas III Sekolah Dasar. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja. Pembimbing: (I) Tita Tanjung Sari, S.Pd., M.Pd, (II) Nisfil Maghfiroh Meita, M.Pd.

Banyaknya siswa yang memiliki daya ingat rendah, sehingga permasalahan tersebut dapat terlihat saat siswa mengalami kebingungan dalam menjawab soal dari guru, sedangkan guru telah menjelaskan sebelumnya. Sese kali peserta didik terlihat tidak memperhatikan penjelasan guru di depan, dikarenakan pembelajaran yang kurang menarik minat belajar peserta didik. Tujuan penelitian ini ialah untuk mengetahui penerapan pengembangan permainan tradisional *lir-sa'alirkong* dan respon siswa kelas III terhadap permainan tradisional *lir-sa'alirkong* untuk melatih daya ingat. Penelitian ini menggunakan model pengembangan *Research and Development* (R&D) 4D dari Thiagarajan yang telah diadaptasi menjadi model 3D yaitu tahap *define* (pendefinisian), tahap *design* (perancangan), dan tahap *development* (pengembangan). Pengembangan ini menggunakan uji coba kelayakan produk (validasi materi, soal, bahasa, dan konsep permainan) dan keterlaksanaan dengan memperoleh hasil persentase sebesar 100% dengan kategori sangat layak. Uji coba produk dilaksanakan di Desa Kalisangka Kec. Arjasa dengan 5 orang siswa kelas III. Adapun hasil angket respon siswa memperoleh nilai persentase sebesar 97%, sehingga dapat dinyatakan bahwa siswa memberikan respon permainan tradisional *lir-sa'alirkong* dengan kategori sangat baik. Jadi, hasil penelitian pengembangan permainan tradisional *lir-sa'alirkong* dapat dinyatakan sangat layak untuk digunakan dalam meningkatkan daya ingat siswa kelas III.

**Kata Kunci :** Pengembangan, Permainan Tradisional *lir-sa'alirkong*, Daya Ingat.

## ABSTRACT

Maghfirah, Lailatul. 2020. *Development Of Lir-Sa'alirkong Traditional Games To Train The Remember Of Students In Class Iii Elementary School Students. Primary School Teacher Education Study Program, Faculty Of Teacher Training And Education, Wiraraja University. Supervisor: (I) Tita Tanjung Sari, S.Pd., M.Pd, (II) Nisfil Maghfiroh Meita, M.Pd.*

Many students have low memory, so the problem can be seen when students experience confusion in answering questions from the teacher, while the teacher has explained before. Occasionally students do not seem to pay attention to the teacher's explanation in front, because learning is less attractive to students' learning interest. The purpose of this study was to determine the application of the development of traditional lir-sa'alirkong games and class III students' responses to traditional lir-sa'alirkong games to practice memory. This study uses a 4D Research and Development (R&D) development model from Thiagarajan that has been adapted to a 3D model, which is the define stage, the design phase, and the development stage. This development uses a product feasibility trial (validation of material, questions, language, and game concepts) and the feasibility of obtaining a percentage of 100% with a very decent category. The product trial was carried out in Kalisangka Village, Kec. Arjasa with 5 third grade students. The results of the questionnaire responses of students get a percentage value of 97%, so it can be stated that students provide traditional lir-sa'alirkong game responses with very good categories. So, the results of research on the development of the traditional game lir-sa'alirkong can be declared very feasible to be used in improving the memory of third grade students.

**Keywords:** *Development, Traditional Games lir-sa'alirkong, Memory.*