ABSTRAK

PENGEMBANGAN *HANDOUT* IPA BERBASIS *LEARNING CYCLE 3E*

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Pembelajaran berkaitan dengan interaksi antara siswa, guru dan sumber belajar yang digunakan. Kegiatan pembelajaran identik dengan pembelajaran di dalam kelas yang memiliki banyak keterbatasan terutama media nyata dalam menyampaikan pembelajaran. Sehingga dikembangkan bahan ajar yang mengemas pembelajaran secara ringkas dan menjembatani pembelajaran di luar kelas untuk memudahkan siswa belajar mendalam melalui media nyata yang ditemui di luar kelas. Penelitian ini bertujuan untuk mengetahui kelayakan materi dan desain *handout* IPA berbasis *learning cycle 3e* serta respon dari siswa. Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) model *4D* yang di mulai dari *Define* (Pendefinisian), *Design* (Perancangan), dan *Development* (Pengembangan). Hasil penelitian yang didapatkan dari validasi ahli materi sebesar 94,58% (kategori sangat layak) dan validasi ahli desain sebesar 91,67% (kategori sangat layak). Penyebaran angket respon siswa terkait desain produk memperoleh nilai rata-rata sebesar 98,06% (kategori sangat positif). Hasil validasi dan respon siswa terhadap *handout* IPA berbasis *learning cycle 3e* layak digunakan.

Kata Kunci: *Pengembangan, Handout, Learning Cycle 3E.*

ABSTRACT

DEVELOPMENT OF IPA *HANDOUTS* BASED ON *LAERNING CYCLE 3E*

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Learning relates to interactions between students, teachers and the learning resources used. Learning activities are identical to learning in the classroom which has many limitations, especially real media in conveying learning. So that teaching materials are developed that package learning in a concise manner and bridge learning outside the classroom to facilitate students' deep learning through real media that is found outside the classroom. This study aims to determine the feasibility of the material and design of science cycle handouts based on the 3e learning cycle and the responses of students. The type of research used is the Research and Development (R&D) of the 4D model, starting from the Define, Design, and Development. The results of the study were obtained from the validation of material experts at 94.58% (very feasible category) and the validation of design experts at 91.67% (the very feasible category). The distribution of student response questionnaire related to product design obtained an average value of 98.06% (very positive category). The results of the validation and student responses to the science cycle handout based on learning cycle 3e are appropriate.

Keywords: Development, Handouts, Learning Cycle 3E.