ABSTRAK

Septian Nasir, 2024 "Pengembangan Media Pembelajaran*Puzzle* Berbasis*Make a Match* pada Mata Pelajaran Pendidikan Agama Islam Materi Lima Asma'ul Husna dan Artinya di Kelas IV SDN 25 Sabbamparu Kota Palopo". Skripsi Program Studi Pendidikan Agama Islam, FakultasTarbiyah dan IlmuKeguruan,Institut Agama Islam Negeri (IAIN) Palopo

Tujuan penelitian adalah untuk mengetahui analisis kebutuhan peserta didik, rancangan, pengembangan, kepraktisan dan efektivitas media pembelajaran *puzzle* berbasis *make a match* pada Pelajaran Pendidikan agama Islam materi lima asma'ul husna dan artinya di kelas IV SDN 25 Sabbamparu Kota Palopo.

Penelitian ini menggunakan jenis penelitian *R&D* (Research *and Development)* dengan model pengembangan *ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*). Lokasi penelitian dilakukan di SDN 25 Sabbamparu dengan waktu penelitian dilakukan pada bulan Mei sampai Juni tahun 2024. Subyek dalam penelitian ini adalah peserta didik dan pendidik/guru mata Pelajaran Pendidikan agama Islam kelas IV SDN 25 Sabbamparu tahun ajaran 2023/2024. Teknik pengumpulan data dalam penelitian ini adalah observasi, wawancara dan angket. Adapun teknik analisis data yang digunakan adalah analisis deskriptif kualitatif dan deskriptif kuantitatif.

Hasil penelitian ini telah melalui tahap analisis kebutuhan, rancangan/desain serta proses pengembangan yang menunjukkan bahwa media pembelajaran *puzzle* berbasis *make a match* dinyatakan layak berdasarkan penilaian oleh para ahli validator dengan perolehan persentase 69,2% oleh ahli media, 97,9% oleh ahli materi dan 75% oleh ahli Bahasa. Adapun kriteria praktis berdasarkan hasil respons pendidik/guru diperoleh rata-rata 96,6% dengan kategori sangat praktis dan persentase respons peserta didik diperoleh rata-rata 82,9% dengan kategori sangat praktis.

Kata Kunci : Media pembelajaran *Puzzle* Berbasis *Make a Match*

ABSTRAK

Septian Nasir, 2024 "Development of *Make a Match-Based Puzzle* Learning Media in Islamic Religious Education Subjects Five Asma'ul Husna Materials and Their Meanings in Grade IV SDN 25 Sabbamparu Palopo City". Thesis of Islamic Religious Education Study Program, Faculty of Tarbiyah and Teacher Training, State Islamic Institute (IAIN) Palopo

The purpose of the study is to find out the analysis of student needs, design, development, practicality and effectiveness of *make a match-based puzzle* learning media in Islamic religious education lessons on the five asma'ul husna material and its meaning in grade IV SDN 25 Sabbamparu Palopo City.

This study uses a type of *R&D* (Research *and Development)* research with *the ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*) development model. The location of the research was carried out at SDN 25 Sabbamparu with the research time being carried out from May to June 2024. The subjects in this study are students and educators/teachers of Islamic religious education in grade IV SDN 25 Sabbamparu for the 2023/2024 school year. The data collection techniques in this study are observation, interviews and questionnaires. The data analysis techniques used are qualitative descriptive analysis and quantitative descriptive analysis.

The results of this study have gone through the stage of needs analysis, design/design and development process which shows that the *make a match-based puzzle* learning media is declared feasible based on the assessment by validator experts with a percentage of 69.2% by media experts, 97.9% by material experts and 75% by linguists. The practical criteria based on the results of the responses of educators/teachers were obtained on average 96.6% with the very practical category and the percentage of student responses was obtained on average 82.9% with the very practical category.

Keywords: *Make a Match-Based Puzzle* Learning Media