

**PENGEMBANGAN SOAL TES BERPIKIR KRITIS
BERBASIS EDUCAPLAY MATERI SIFAT MAKHLUK HIDUP
DI SEKOLAH DASAR**



TESIS

Diajukan untuk Memenuhi Salah Satu Syarat Memperoleh Gelar
Magister Pendidikan Pada Program Studi Pendidikan Guru Sekolah Dasar

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Magister Pendidikan (M.Pd.) pada Program Studi Magister Pendidikan Guru
Sekolah Dasar

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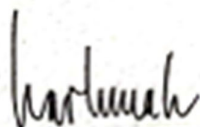
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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya penggunaan media evaluasi yang mampu mendorong keterampilan berpikir tingkat tinggi (*Higher Order Thinking Skills/HOTS*) sekaligus menyenangkan dan sesuai dengan karakteristik siswa sekolah dasar. Kebutuhan akan media interaktif yang mendukung pembelajaran bermakna dan menumbuhkan keterampilan berpikir kritis mendorong pengembangan soal tes berbasis digital yang inovatif. Tujuan dari penelitian ini adalah untuk mengembangkan soal tes berpikir kritis berbasis Educaplay pada materi sistem gerak makhluk hidup di sekolah dasar. Manfaat dari penelitian ini diharapkan dapat memberikan alternatif media evaluasi yang menarik, adaptif, dan relevan dengan pendekatan Kurikulum Merdeka. Metode yang digunakan adalah *Design-Based Research* (DBR) yang terdiri atas empat tahap, yaitu: analisis kebutuhan, desain, implementasi, dan refleksi. Instrumen yang digunakan meliputi lembar observasi aktivitas siswa, kuesioner siswa, panduan wawancara untuk guru dan siswa, serta lembar validasi ahli materi dan media. Soal tes dikembangkan berdasarkan indikator berpikir kritis dalam Taksonomi Bloom revisi, yakni analisis (C4), evaluasi (C5), dan inferensi (C6), dan dikemas dalam berbagai aktivitas interaktif di *platform* Educaplay seperti kuis, *puzzle*, *matching pairs*, *dialogue cards*, dan *video quiz*. Hasil validasi menunjukkan bahwa soal dan media yang dikembangkan tergolong sangat valid dan layak digunakan. Implementasi media melalui dua tahap uji coba menunjukkan peningkatan signifikan dalam keterlibatan siswa, kemandirian belajar, serta skor tes berpikir kritis. Perbaikan desain seperti penyederhanaan bahasa, visualisasi yang ramah anak, dan penambahan fitur interaktif terbukti efektif meningkatkan fokus dan antusiasme siswa. Wawancara mendalam menguatkan temuan ini, menunjukkan bahwa media tidak hanya berfungsi sebagai alat evaluasi, tetapi juga sebagai sarana pembelajaran aktif. Temuan ini selaras dengan tujuan Kurikulum Merdeka, khususnya dalam menumbuhkan Profil Pelajar Pancasila pada dimensi berpikir kritis dan kemandirian.

Kata kunci: Educaplay, HOTS, IPA Sekolah Dasar, Kurikulum Merdeka, Pengembangan Media, Soal Berpikir Kritis

ABSTRACT

This study was motivated by the limited use of evaluation media that promotes Higher-Order Thinking Skills (HOTS) while being enjoyable and suitable for elementary school students. The need for interactive media that supports meaningful learning and fosters critical thinking encouraged the development of innovative digital-based test items. This research aimed to develop Educaplay-based critical thinking test items for the topic of the human and animal movement system in elementary science. The research is expected to provide an alternative evaluation tool that is engaging, adaptive, and aligned with the Merdeka Curriculum approach. The study employed a Design-Based Research (DBR) method, consisting of four stages: needs analysis, design, implementation, and reflection. The instruments included student activity observation sheets, student questionnaires, interview guides for teachers and students, and expert validation sheets for content and media. The test items were developed based on critical thinking indicators in the revised Bloom's Taxonomy—analysis (C4), evaluation (C5), and inference (C6)—and were integrated into various interactive activities on the Educaplay platform such as quizzes, puzzles, matching pairs, dialogue cards, and video quizzes. Validation results indicated that the developed media and test items were highly valid and feasible. The implementation in two trial stages showed significant improvement in student engagement, learning independence, and critical thinking test scores. Design improvements such as simplified language, child-friendly visuals, and added interactivity effectively enhanced students' focus and enthusiasm. In-depth interviews confirmed these findings, revealing that the media functioned not only as an evaluation tool but also as a medium for active and reflective learning. These findings align with the objectives of the Merdeka Curriculum, particularly in cultivating the Profil Pelajar Pancasila, especially the dimensions of critical thinking and independence.

Keywords: Educaplay, HOTS, Elementary Science, Merdeka Curriculum, Media Development, Critical Thinking Test Items

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