ABSTRAK

Adella Febrianti (2024), Pengembangan Bahan Ajar *Brain Based Learning* Menggunakan Permaianan Teka-Teki Silang Pada Mata Pelajaran Matematika.

Berdasarkan hasil analisis MTSN 2 Bandung, menggunkan media pembeljaran aplikasi *Alef* sehingga peneliti mengembangkan bahan ajar sebagai referensi media belajar. Bahan Ajar *Brain Based Learning* Menggunakan Permainan Teka-Teki Silang dikembangkan dengan menggunakan pendekatan *Brain Based Learning*. Penelitian ini bertujuan untuk mengetahui: (1) proses pengembangan bahan ajar; (2) validitas dari bahan ; (3) praktikabilitas dari bahan; (4) efektivitas dari bahan ajar. Metode yang digunakan adalah Metode R&D dengan model ADDIE (*Analysis, Design, Development, Implementation* dan *Evaluation*). Hasil penelitian menunjukan validitas media sangat valid pada aspek media oleh ahli media dan aspek materi pada kategori valid oleh ahli materi. Praktikabilitas media mendapatkan kategori sangat praktis. Efektivitas media mendapatkan hasil sangat efektif dengan kategori tinggi. Akan tetapi terdapat kekurangan pada bahan ajar seperti latihan soal teka-teki silang tidak dapat dipakai secara berulang, terdapat asumsi peserta didik yang mengerjakan teka-tika silang belum tentu dapat menyelesaikan pertanyaannya, karena pada teka-teki silang dapat menggunakan intuisi.

Kata kunci : Pengembangan bahan ajar, *Brain Based Learning,* Permainan Teka-teki silang, ADDIE

ABSTRACT

Adella Febrianti (2024), DEVELOPMENT OF BRAIN-BASED LEARNING TEACHING MATERIALS USING CROSSWORD GAMES IN MATHEMATICS SUBJECTS.

Based on the results of the analysis of MTSN 2 Bandung, using the learning media of the Alef application, researchers developed teaching materials as a reference for learning media. Teaching Materials for Brain Based Learning Using Crossword Puzzle Games were developed using the Brain Based Learning approach. This research aims to find out: (1) the process of developing teaching materials; (2) the validity of the material; (3) the practicability of the material; (4) the effectiveness of the teaching materials. The method used is the R&D Method with the ADDIE model (Analysis, Design, Development, Implementation and Evaluation). The results of the study show that the validity of the media is very valid in the media aspect by media experts and the material aspect in the valid category by material experts. Media practicability gets a very practical category Media effectiveness gets very effective results with a high category. However, there are shortcomings in teaching materials such as crossword practice questions cannot be used repeatedly, there is an assumption that students who do crossword puzzles may not necessarily be able to solve the questions, because crossword puzzles can use intuition.

Keywords : Development of Teaching Materials, Brain Based Learning, Crossnumber ADDIE