

## ABSTRAK

Pengembangan bahan ajar ini menghasilkan produk berupa bahan ajar biologi berbentuk komik pembelajaran, komik sebagai media pembelajaran berbasis *Contextual Teaching and Learning* (CTL) materi pencemaran lingkungan ini diharapkan bisa membantu dalam proses pembelajaran dan bisa memotivasi peserta didik untuk lebih giat lagi mempelajari materi pencemaran lingkungan. Berdasarkan wawancara dengan guru kelas X SMA Negeri 5 Metro berkenaan dengan media pembelajaran yang digunakan. Guru kelas X menyampaikan bahwa permasalahan yang dialami dalam proses pembelajaran yaitu masih ada banyak peserta didik yang mendapatkan nilai dibawah kriteria ketuntasan minimal (KKM) yaitu 60. Metode yang digunakan dalam mengembangkan yaitu dengan metode penelitian dan pengembangan atau *Research and Development* (R&D) dengan model pengembangan dengan model 4-D, terdapat empat tahap yaitu *Define, Design, Develop* dan *Desseminate*. Data hasil validasi ahli materi didapatkan nilai persentase 84% dengan kriteria "Sangat Baik". Validasi media pembelajaran didapatkan nilai persentasi 93% dengan kriteria "Sangat Baik", pada uji coba kelompok kecil didapatkan nilai persentase 92,8% dengan kriteria "Sangat Baik". Hasil dari peserta didik mengerjakan soal didapatkan nilai persentase 91%. Berdasarkan kriteria tersebut dapat dinyatakan bahwa produk yang dikembangkan layak digunakan.

**Kata Kunci:** Media pembelajaran, komik pembelajaran, *Contextual Teaching and Learning* (CTL), KKM 60

## ABSTRACT

*The development of these teaching materials produced products in the form of biology teaching materials in the form of learning comics, comics as learning media based on Contextual Teaching and Learning (CTL). This environmental pollution material was expected to help in the learning process and can motivate students to be more active in studying environmental pollution materials. Based on interviews with class X teachers of SMA Negeri 5 Metro regarding the learning media used. The class X teacher said that the problems experienced in the learning process were that there were still many students who got scores below the minimum completeness criteria (KKM) of 60. The method used in developing was the Research and Development (R&D) method with the model development with a 4-D model, there were four stages, namely Define, Design, Develop and Desseminate. The data from the material expert validation obtained a percentage value of 84% with the "Very Good" criteria. The validation of the learning media obtained a percentage value of 93% with the "Very Good" criteria, in the small group trial the percentage value was 92.8% with the "Very Good" criteria. The results of students working on questions obtained a percentage value of 91%. Based on these criteria, it can be stated that the product developed was suitable for use.*

**Keywords:** Learning media, learning comics, *Contextual Teaching and Learning* (CTL), KKM 60