

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS  
GAME EDUKATIF PADA MATERI RANTAI  
MAKANAN PEMBELAJARAN IPAS KELAS  
VUPT SPF SD NEGERI 104234  
MEDAN SENEMBAH  
T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan mengembangkan media pembelajaran berbasis *Game Edukatif* monopoli pada materi rantai makanan untuk pembelajaran IPAS kelas V UPT SPF SD Negeri 104234 Medan Senembah Tahun Pelajaran 2025/2026. Pengembangan dilakukan karena media yang digunakan sebelumnya masih menggunakan media papan gambar berukuran kecil yang membuat siswa kurang aktif, serta kesulitan memahami alur rantai makanan pada berbagai ekosistem. Metode penelitian menggunakan *Research and Development (R&D)* dengan model yang dikemukakan oleh Richey and Klein (PPE) yang meliputi tahap perencanaan, produksi, dan evaluasi. Instrumen penelitian terdiri dari lembar validasi ahli media, ahli materi, angket respon guru, dan angket respon siswa. Subjek uji coba adalah ahli, guru kelas V, dan 20 peserta didik kelas V. Hasil penelitian menunjukkan bahwa media monopoli rantai makanan memperoleh tingkat kevalidan sangat tinggi, dengan persentase validasi ahli media 97,5% dan ahli materi 95%. Uji kepraktisan melalui angket guru mencapai 100% dan angket respon siswa 94,8 dengan kategori sangat praktis. Oleh karena itu media pembelajaran berbasis *Game* edukatif monopoli rantai makanan dinyatakan sangat valid, sangat praktis, dan layak digunakan sebagai alternatif media IPAS kelas V.

**Kata kunci:** *Game* Edukatif, Monopoli, Rantai Makanan.

**DEVELOPMENT OF GAME-BASED EDUCATIONAL LEARNING  
MEDIA ON FOOD CHAIN MATERIAL IN IPAS LEARNING  
FOR GRADE V UPT SPF SD NEGERI 104234  
MEDAN SENEMBAH  
T.P 2025/2026**

**ABSTRACT**

*This study aims to develop a Monopoly-based educational game learning media on the topic of food chains for IPAS learning in Grade V at UPT SPF SD Negeri 104234 Medan Senembah, Academic Year 2025/2026. The development was carried out because the previously used learning media were limited to small-sized picture boards, which made students less active and caused difficulties in understanding the flow of food chains in various ecosystems. The research method used was Research and Development (R&D) with the PPE model proposed by Richey and Klein, which consists of the planning, production, and evaluation stages. The research instruments included media expert validation sheets, material expert validation sheets, teacher response questionnaires, and student response questionnaires. The trial subjects consisted of experts, a Grade V teacher, and 20 Grade V students. The results showed that the food chain Monopoly media achieved a very high level of validity, with media expert validation at 97.5% and material expert validation at 95%. The practicality test showed a teacher response score of 100% and a student response score of 94.8%, both categorized as very practical. Therefore, the Monopoly-based educational game learning media on food chain material is declared very valid, very practical, and feasible to be used as an alternative learning media for IPAS in Grade V elementary school.*

**Keywords:** *Educational Game, Monopoly, Food Chain.*