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The Development of Social Science Thematic Learning Media-Edpuzzel And Local Wisdom Based on Elementary School in Indonesia

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ABSTRACT

The aims of this development research are 1) to generate learning media products of social science in the form of Edpuzzel used in the social studies learning process for student class V school basic 2) know the enhancement performance study student class V on the eye social sciences lesson material location Indonesian geography. Type study is research and development (R&D). Study this done at SD Rejodadi Poor Bantul Yogyakarta in the odd semester. The subject study is student class V SD Rejodadi Poor Bantul Yogyakarta with 28 samples. Techniques and data collection using observations, interviews, questionnaires, and tests. Data analysis techniques using percentage, mean score, and t-test.

Edpuzzel. Media development results social sciences is as follows. 1) Learning Media Thematic Loaded social sciences based *Edpuzzel* and local wisdom are **worth it** used after getting an average score of 4.8 from expert material, the average score is 4.5 of media expert with very good criteria, the teacher's assessment/teacher response gets a score of 4.6 with very good criteria, teacher assessment/response student got value 98 with very good criteria. 2) Learning Media Thematic of Social science *Edpuzzel* and local wisdom based are **effectively** used after done test and get results that there is an increase in average grade/achievement learn social studies by 15 points and increase percentage completed student by 60%. The effectiveness product study is also indicated by the value of sig. (2-tailed) in the two. test party of 0.000 (< 0.05) where previously is known that the data is normally distributed (sig. 0.267 > 0.05) and homogeneous (sig. 0.130 > 0.05).

Keywords: *development of learning media, edpuzzel social studies, science knowledge social, achievement study, grade 5, school base*

INTRODUCTION

Learning thematic is learning integrated that uses theme for link several eye lesson so that could give experience mean to students. The theme is tree thought or idea the tree that becomes tree talks (Lubis, 2018, p. 179). In every learning, thematic all component lessons inside it will connect so that could facilitate student for activities involved in the learning process as well as push students to understand every the concept they learn through experience direct and connect it in the experience every day. one eye focused learning student in solve

problem in field social is eye lesson knowledge social (social sciences).

Social sciences is a combination of many disciplines and different science, no only sciences of society but also the humanities, mathematics the sciences nature, and even religion. Could conclude that literature study humanities are a synthesis of many eye lesson knowledge different social so that literature study social need designed by integrated to be meaningful and relevant with need society. Literature study social is also associated with issue- is u social in line with development the social sciences community is part from curriculum

demoted school from contents Theory branches knowledge social (Marhayati, 2017)

Based on the meaning of social sciences as explained by Marhayani social sciences terms can be understood as something knowledge that learns various sciences related social with activity life daily good in field economic, social culture as well as various kinds of phenomena that occur. Knowledge Social Knowledge (social sciences) is one of the eye integrated lessons from various discipline knowledge social as well as not only emphasize student to knowledge however education knowledge social (social sciences) more emphasize to Skills students to become a good citizen and how student the solve something problem in their environment. social sciences discusses the connection Between man with the environment. The environment public is where children educate grow and develop as part of society and are faced with various problems in the environmental surroundings (Buchari, 2015). At level education basic, one

studied material is location Indonesian geography. According to Robert Kalpan location geographically in a region or country large will Become an influencing determinant various types more events compared to what already once occur before. That thing shows that location and geographic area that will determine the future of a country in weaving connections international.

The first step for helping students to succeed in learning is to know the ability of the student to dominate teaching ability along with the mistakes they made. When an already is known error experienced the participant educates, then will be easy for taking action on the solution. In Social Studies learning in class V SD Rejodadi's compete¹⁰ basic is in Basic Competency 3.1 Identify characteristics of Indonesia's geography as an archipelagic/maritime and agrarian country as well as the effect on life economic, social, cultural, communication as well as transportation.

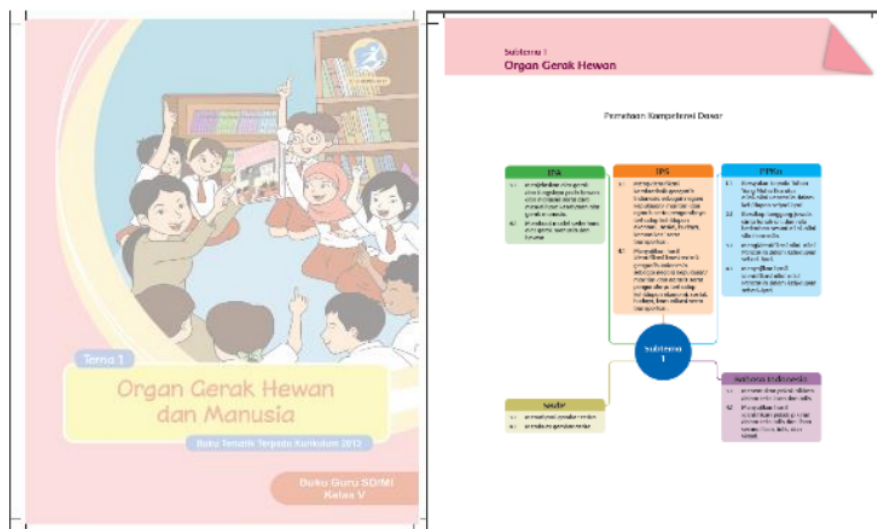


Figure 1. Teacher's Books and Books Provided Students Indonesian Government
(Source image: <https://bukuschool.id/buku/buku-tema-1-organ-gerak-elektro-dan>)

Tilaar (2015: 24) explains that local wisdom own mark pedagogical in arranging Act useful behavior for interest together society [1]. Wisdom local could use to equip the participant to educate with attitude, knowledge, and soul in the field. The objective other is to preserve and develop strength and wisdom in useful areas for self themselves and their environment to support development nationally. Local wisdom is developed in the curriculum of the school base in shape the local load.

Local wisdom is realized in form of ideas, systems, and materials. Example Local wisdom in form of an idea or thinking is thinking about imu Happy from Ki Ageng Suryomentaram, man philosopher from Yogyakarta [2]. Example local wisdom in shape system is system pattern foster family in java where are parents teach her children about draft true, love and beautiful either at the mosque [3] or at home [4]. Example local wisdom in the form of material is xylophone / wooden gamelan [5] and drums [6].

Yogyakarta is known for *Hamemayu* local value *Hayuning Bawana* which makes beautiful real earth already created beautifully by God Almighty one. Beautify all field agar life Yogyakarta people are comfortable and happy. in everything field life, value wisdom local regulated by the Governor of Yogyakarta as leader highest through Regulation Governor Number 4 of 2011. In the field of Education, the Governor of Yogyakarta also regulates Management and Implementation of - Based Education Culture in Yogyakarta through Regulation Governor Number 5 of 2011 SD Rejodadi located in Bantul Regency, Yogyakarta so that wisdom entered the local in the curriculum in Yogyakarta local wisdom that is regulated in a second regulation area that.

Rejodadi Elementary School Curriculum loads local wisdom in the form of Javanese lessons following regulation Governor of DIY No. 64 of 2013. Local wisdom is also realized in shape picture embellished batik Wall school, writing moral messages in language Java containing mark philosophy and values educative as well as a maritime mural image (Picture 2). In addition to Javanese, teachers can teach eye social studies lessons at school with entering philosophy that includes character graduate of *Hamemayu Hayuning Bawono* to incompetence the basics taught [7]. Wisdom local the Becomes means communication delivered through the visual way. Murals are painting big made on the surface wall that doesn't direct or the same as paintings. The difference lies in the condition special must filled with paintings wall, that is the relationship with architecture/building, good from aspect design (meet element aesthetics), as well as age as well as care and also from aspect comfort his observations[8].

Based on observations and interviews conducted on Tuesday, September 14, 2021, and Tuesday, September 21, 2021, with guardian class V SD Rejodadi Poor Bantul Yogyakarta, Mr. Bayu Permono, S.Pd. , there are problems in learning thematic loaded knowledge social media (social sciences) in the online era during the Pandemic - Covid 19 at the moment. The problem the are (1) students and guardians students, not enough participation in carrying out the learning process, (2) and lack of awareness of guardian students and students in acceptance Theory as well as the exercises given by the teacher through online media such as What's App (WA), (3) level awareness student still low when following lessons, (4) ability different children. Ability students in class V SD Rejodadi could be classified especially in this social sciences lesson Becomes three categories. Category first ability easy boy understand material and fast dakam work task. Category second ability enough

where child enough easy in understand Theory as well as enough capable work task. Category third ability difficult child in understanding explained material as well as enough difficult in the complete task because of categories the teacher must-do activities, especially in children in category third. However when the teacher will do teacher action still got obstacles because conditions very limited space and distance so the teacher hasn't could do action that.



Figure 2. Wisdom Culture Local SD Rejodadi A Themed Mural Maritime Class V
(Source image: document private)

Problems with learning thematic social sciences content, especially in the material location geographical that is understanding draft students who are less on the material characteristics location geography in Indonesia. Lack of understanding draft student proved with confusion student in understand condition geographic. Problems with focus and concentration are difficult for students and controlled during the learning process take place. Lack of students concentrating moment learning in progress Becomes an obstacle for teachers in explaining the material. Lack of taking advantage of source information addition such as games/ quizzes, tools visual aids, learning media, and teaching materials other than book print. Impact not enough concentration and focus cause student Becomes bored and finally, the material delivered by the teacher is easily forgotten by students material that is not delivered with good cause wrong understanding. Learning thematic social sciences load is eye demanding lesson students own high understanding of the material presented. Based on the results Interview with the fifth-grade teacher at SD Rejodadi obtained the fact that several students get a score below average Criteria Minimum completeness (KKM) specified school of 75. The social sciences score shown by the class teacher at the time of the Interview there are 5 out of 28 students who have social sciences value still have not yet reached KKM.

Based on problems in social studies learning that have not been optimal and not yet existing utilization source information added in the form of teaching materials that can be used in learning, then researcher set something alternative solving problem with developing learning media IT-based. Learning media IT-based help the student understand Theory as well as help student more interested, active, and challenged in solve something problem by developing psychologically. One of the learning media IT-based is in the form of edpuzzles. Eddpuzzle is a simple IT product that can be used by a user with ease. Edpuzzle possible is the method **2** siest for making interactive video lessons. This is **2** e-learning platform that allows users to edit and add questions to any YouTube video. Users can also make their videos alone and then use Edpuzzle to make them interactive [9]. Some study has proven that media edpuzzle is effective used to Upgrade motivation learning (Sundi, VH, Astari, T., Rosiyanti, H., & Ramadhani, A. (2021), improve results study listening to the eyes lesson Indonesian language [10], improve ability think analytics [11], effective Upgrade Skills solving problem students [12].

Through *edpuzzle* media development thematic, this social sciences load expected students to more easily understand, and do questions exercises delivered by the teacher because served in appearance interesting and fun. Learning with *edpuzzle* media learning thematic contains student social sciences more easily in completing questions given by the teacher. According to Amaliah (2020:37)[11], *edpuzzle* is a learning media application video-based that can be used by all educators to make learning attractive maybe, video can be taken through *Youtube*, *Khan Academy* and *Crash Course* Next video is included in the application *edpuzzle* and educator can give question

and check is student watch a given video and how much understand participant educate with Theory given. Media *edpuzzle* thematic this social sciences load containing about the explanation about characteristics location Indonesia's geography, appearance natural and man-made, conditions geographical the climate of each island in Indonesia, and the diversity of flora and fauna in Indonesia. Reference collected material is customized with ability students, other than it's a learning video media interactive loaded social sciences packed as attractive possible with applications that can make spirit study students in social studies lessons. Making learning videos interactive social sciences loaded made with application *edpuzzle* that is an application for make question at a time Theory moment learning takes place.

MATERIALS AND METHODS

Type study is study development or *Research and Development* (R&D). According to Sugiyono (2015:427) [13] method of research and development (R&D) is a method of research used for researching so that produce product new and next test their effectiveness product that R&D method used in research this using 10 steps from Borg and Gall [13] A study was held from September 2021 - to March 2022. The location study is SD Rejodadi Special Region of Yogyakarta, Indonesia. Test subject product is 28 students class V. Data collection techniques are interviews, observations, questionnaires, tests, and documentation. Instrument data collection used is instrument media expert, instrument expert material, sheet instrument questionnaire response student, questionnaire teacher response, and sheet question test students. The analytical technique used is mean percentage and t-test as shown in Table 1.

Table 1. Data, Data Collection, and Research Data Analysis

Aspect	Data	Data Collection	Data Analysis
Material Expert Assessment	Material Expert Checklist	Questionnaire	$\bar{x} = \frac{\sum_{i=1}^n x_i}{n}$
Media Expert Rating	Media Expert Checklist		$\text{Nilai Persentase} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100\%$
Teacher's Response	Checklist teacher response		

Aspect	Data	Data Collection	Data Analysis
Response Student	checklist response student		
Validity and Reliability Item Question	Learning Outcomes Student	Test (30 grains question)	$r_{12} = \frac{N\sum X_1X_2 - (\sum X_1)(\sum X_2)}{\sqrt{(N\sum X_1^2 - (\sum X_1)^2)(N\sum X_2^2 - (\sum X_2)^2)}}$ $R_{xy} = \frac{N\sum XY - (\sum X)(\sum Y)}{\sqrt{(N\sum X^2 - (\sum X)^2)(N\sum Y^2 - (\sum Y)^2)}}$ $t = \frac{\sum D}{\sqrt{n \sum D^2 - (\sum D)^2}}$ $n - 1$

	Description :		
r_{12}	Coefficient the correlation you're looking for	$\sum D$	Amount difference score both tests
N	Amount Subject / Respondent	X1	Result score test first
Y	Amount score Y , variable	X2	Test Results second
D	Difference total scores on both tests (X_1, X_2)	Rxy	correlation <i>product-moment</i>
X	Total Score Variable X		
\bar{x}	Average gain score for each aspect of evaluation	n	Amount subject/amount item evaluation of each aspect

Determination criteria decision good or no as well as worthy or whether or not Media Edpuzzel in a study this refers to on Table 2 below

Tabel 2 . Guidelines Teaching Media Decision Criteria

Interval mean score	Percentage	Criteria
$X > 4.2$	86%-100%	Very good
$3.4 < X \leq 4.2$	76%-85%	Well
$2.6 < X \leq 3.4$	60%-75%	Enough
$3.4 < X \leq 4.2$	55%-59%	Not enough
$X \leq 2.3$	54%	Very less

Source: Purwanto (2010) with modification

RESULTS AND DISCUSSION

Stage Development Product

Research and Data Collection

Based on interviews conducted on Tuesday, September 14, 2021, and Tuesday, September 21,

2021, with guardian class V SD Rejodadi Poor Bantul Yogyakarta, Mr. Bayu Permono, S.Pd. obtained information as follows.

- Ability to understand students on learning thematic different social sciences content so that ability student in understanding something material is classified Becomes three classification.
- Understanding draft about location geographic still less, as a result still there is students who experience difficulty in identify condition geographical islands big in Indonesia.
- Concentration and focus student During learning thematic loaded with social sciences which is not under control for focus on learning that has an impact on conditions less class active During learning.
- Lack of participation students and awareness guardian students in the learning process teach good in accept material, questions practice until question test end of the semester.
- Not yet use development of teaching media that can be used for add outlook student as well as

cause spirit study students for learning more interesting and challenging so that 5 out of 28 students not yet reach KKM for eye social studies lessons.

The problem they should quickly look for the solution for performance study thematic student social sciences content increase. The proposed solution researcher is to develop learning media that use technology because the use of technology has become an inseparable part of the class with ongoing progress. In addition, technology integration has increased significantly whole to public education as face-to-face education, which has been implemented for many years, has evolved into distance education after the pandemic, and online education has become mandatory in many educational institutions [14].

Planning

At stage this researcher To do planning for IT-based media products in the form of *Edpuzzel* thematic social sciences loading who will develop. *Edpuzzel* is a simple product that does one thing well but opens up a lot of possibilities for the user. *Edpuzzel* is probably the easiest way to create interactive video lessons. It is an e-learning platform that allows users to edit and add questions to any YouTube video. Users can also create their videos and then use *Edpuzzel* to make them interactive [15]. Compilation planning study covers the determination of the goal to be achieved in every

stage, design, and step development in research. The result of Step planning that is the researcher gets a picture and designs the product to be developed in research.



Figure 4. Product Design to be Developed

Development draft product

At a stage, this researcher will design the product beginning of the upcoming *Edpuzzel* media made following design [16] state that *Edpuzzel* can be used by teachers to encourage explicit instruction. This application requires active Student involvement, thus, facilitating independent learning. The main advantage is it allows teachers to track student progress and engage them with questions about the content they watch.

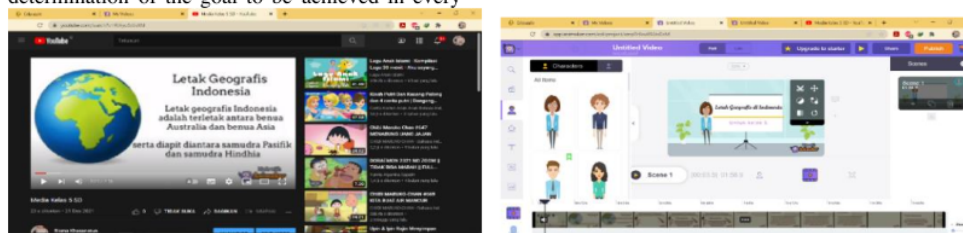


Figure 5. Design



Figure 6. Plan of Final Product

Trial Limited

Trial activities limited this done for know power pull student to products that have been generated. Trial limited done student by *offline* 5th on Wednesday, December 29, 2021, in class V SD Rejodadi Bantul, Yogyakarta.



Figure 6. Implementation of Limited Test by 5 students

Product Major Revision

Stage this done after To do an Interview with homeroom for fifth-grade students and students. In the test run limited activities were carried out at SD Rejodadi Poor Bantul Yogyakarta with a total participant 5 children under response from teachers

and students no there is a revision in *Edpuzzle* media products, so *Edpuzzle* media thematic social sciences charge can be used for trial field. However, there is an addition from the lecturer mentor that is repair writing on the following media that is necessary repaired.



Figure 7. Media results before fixed (left) and after repair

Trial Field

Trial field was done *offline* on Tuesday, January 11, 2022, in class V SD Rejodadi Bantul, Yogyakarta to 28 students.



Figure 8 Field Test Implementation

Revision on trial product field

At stage this after trial usage so could is known lack product-moment used in class. No need held revision in the product because already good and capable awakens interest in study students. Guardian class V also added that the need reproduced Theory with the use edpuzzel because interesting and easy in its application. According to students answered agree.

Execution Test Field

At this stage, this testing is done through questionnaires, interviews, as well as observation and analysis results from several school bases. Besides that edpuzzel media is also very easy applied Edpuzzel videos can be assigned directly to Google Classroom and this makes monitoring easier.

Improvement Field Test Results Produk

Stage this done after trial product and analysis of the data collected. From the analysis of the collected data could see a lack in the product. Based on the analysis, the next product was repaired following the shortage. Besides, that needs holding training and outreach to teachers so that teachers are skilled in the use of educational media.

Final Product

The last step from activity development is making the product end. Product the end already so can be reproduced and can be used by students. And they need good cooperation from various fields.

Product Rating Results

Instrument data collection on research this that is instrument media validation consisting of on sheet media and sheet validation Theory as well as instrument questionnaire response students and questionnaires teacher response.

Table 3. Recapitulation Results Evaluation Learning Media Products Thematic Loaded social sciences Based Edpuzzles and wisdom Local Class V SD Rejodadi

No	Aspect	Results	Criteria
1.	Material Expert Assessment		Very Good
	a. Total Score	77	
	b. Average	4.8	
2.	Teaching Material Expert Assessment		Very Good
	a. Total Score	44	
	b. Average	4.5	
3.	Teacher's Response		Very Good
	a. Total Score	55	
	b. Average	4.6	

No	Aspect	Results	Criteria
4.	Response Student		Very Good
	a. Total Score	98	
	b. Average	4.9	
5.	Effectiveness Test Product	Significance Value (2 – tailed = 0.000 < 0.05	Effective
	Average score	Test start = 60 Test end = 75	Increase
	Completeness Student	Early learning = 28 % End of learning = 68%	Increase

Source : Research Data Recapitulation , 2022

Before To do testing field, developed teaching media should do validated. A teaching medium is said worthy to use in the learning process if got evaluation or validation by an expert. Experts used in research this is expert materials and media experts. The material expert is a fifth-grade teacher at SD Rejodadi Poor Bantul. Selection of the teacher because competence is owned by class V teacher better than other classroom teachers. Class V teachers more understand the material being taught. Aspect evaluation from expert Theory covers two-aspect with 16 indicators. The second aspect is aspect content and aspects of learning [17]. 16 indicators evaluation expert Theory including (1) suitability with Core Competencies / KI (2) suitability Theory with Basic Competence /KD (3) suitability Theory by Indicator Achievement Competence / GPA (4) suitability Theory in accordance formula objective learning (5) formulation objective learning declared with clear (6) material arranged with writing EYD language with the right (7) the material presented complete (8) the material presented by coherent (9) material served under level understanding students (10) the material presented could interesting attention students (11) the material presented could interesting interest study student (12) concept Theory could understand student (13) material served following Step development student (14) item question per indicator (15) option answer written with right and (16) key answer formulated with a right. In research, the score the ideal maximum is 5 (very good) and the ideal minimum score is 1 (very poor). good). From the assessment expert, the Theory score earned is 73 with an average grade of 4.8 including very good criteria. Evaluation could be seen in Table 2.

Media *Edpuzzle* thematic social sciences load must also be rated or validated by media experts. The goal is so that the media *edpuzzle* thematic loaded social sciences made could get input from teaching media experts. In research, the validator of teaching media is lecturer informatics at UPY's Faculty of Science and Technology which is in charge of eye learning media lectures.

Assessment/validation results teaching media experts include three aspects that are aspect view, aspect language, and aspect contents. Evaluation aspect appearance includes attractiveness indicators media display and usage type letters [17]. The evaluation aspect of language covers grammatical correctness, the convenience of understanding sentences used, the language used in character communication, and the simple structure of the sentence. Evaluation contents cover truth content material, suitability with the learning process, and eligibility as an instrument. Evaluation from media experts get score earned is 77 with average grade 4.5 including in very good criteria. Assessment results refer to Table 2.

Evaluation effectiveness use of learning media thematic social sciences -based load *edpuzzle* and local wisdom theme reviewed from three aspects, namely (1) teacher response, (2) response students, and (3) achievement students. Teacher response data obtained with fill-in questionnaire statement about learning media *edpuzzle* thematic fully charged social sciences directly what the teacher does for a moment after the teacher conducts the learning process. The aspects that the teacher responds to are aspects of the ability of the student, aspects condition student During learning, and aspects of the attitude of students. Ability student saw from understanding student to learning media steps *edpuzzle* understanding student to materials in *edpuzzle* and abilities student in work questions in *edpuzzle*. The teacher responds to condition learning through observation to interest and enthusiasm students in learning using learning media *edpuzzles*. The teacher responds to the attitude of students from motivation and activity students in learning use *edpuzzles*. Evaluation from media experts gets score earned is 55 including in very good criteria. Assessment results refer to Table 2. The teacher like learning video-based like *edpuzzle* because considered capable of Upgradeability teaching (Wati, E., Mustafa, B., & Setyarini, S. (2021). *Edpuzzle* is also a preferred lecturer as a strategy to increase management education during the Covid-19 pandemic [18].

Response student obtained moment student To do learning use product study this. Responded aspect includes empathy, namely (1) convenience use product, (2) convenience understand product, (3) presentation products that cause interest student for a try, (4) response to media design includes use color, selection letters, and charm appearance image. Research, this, results in 28 students' responses 5th-grade elementary school is total a total score of 98 with an average score of 4.9 it means student respond very well to learning media thematic social sciences -based load edpuzzles and local wisdom that has been developed, researcher. Response very good students to product research is also found in research [15]. Students are happy to use edpuzzle in learning mathematics in the new normal period of the Covid 19 pandemic [19].

The effectiveness of product research is also seen in enhancement results study students. At stage implementation product, test beginning performed and produces an average value of 60 with total completed student by 28%. After the test end done, the results obtained are 68% of students completed it and has an average score of 75. That is, there are enhancement results study and percentage completeness student as a consequence of use product research (Figure 9).

Besides through different results tests and complete study students, the effectiveness of learning media Thematic social sciences -based load Edpuzzles and local wisdom can also be seen from the effectiveness test use t-test formula. Before use does the t-test, then pre-requisite test analysis namely the normality test and homogeneity test. A

normality test is done to know if the data is normally distributed or not.

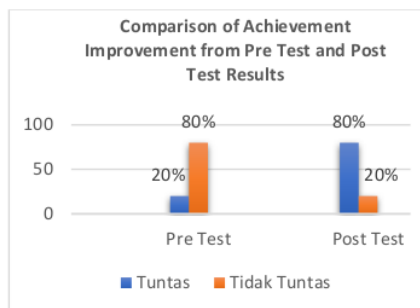


Figure 9. Comparison Enhancement Initial and Final Achievements Results of Using Learning Media Thematic Loaded social sciences Based Edpuzzle and Wisdom Local

Normality test results of 0.267 at the value of pre-test and score significance mark post-test of 0.586. That is, the data has normally distributed the value of Asymp -sig (2-tailed) bigger than 0.05. The homogeneity test produces a mark significance of 0.130 which means research data this homogeneous mark Asymp -sig (2-tailed) bigger than 0.05. After is known that the data are normally distributed and homogeneous the next step is to do a t-test. The result of the t-test calculation shows that the t value is 9.295 with a sig value. (2-tailed) on the two. test party of 0.000. It means sig value. (2-tailed) more small from 0.05 so the hypothesis study this accepted (Table 4).

Table 4. Calculation Results of t-test

Paired Samples Test								
	Paired Differences					t	df	Sig. (2-tailed)
	mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 posttest – pretest	14,286	8,133	1,537	11.132	17,439	9,295	27	.000

During this is the learning media that was developed for learning thematic are mind mapping media [20], interactive media Macromedia Flash 8 [21], comic media [22], snake media ladder [23], media video [24], book media supporters [25], pop up book media [26], media -based application kinemaster[27], powerpoint media [28], macromedia flash based media [29], audio-visual media [30],

learning media thematic social sciences -based load edpuzzles and wisdom local this own packed questions as game riddles so that make student no bored in work matter. Learning media that contains a game of course proven more effective in Upgrade motivation studies compared with image media[31]. Learning media with game need to be taught to the teacher to Upgrade Skills teach because

according to Khasanah, U., Sukmawati, F., & Fatimah, M. (2022) [32], learning media training based on the game follows teacher needs and able to Upgrade teacher insight by 92.3% and adds to the teaching skills in use learning media of 85.5%. Varied and interactive learning media in shape the game can also Upgrade activity study students [33].

Problems encountered in research this is lack of concentration student in study. Product study this capable produce response student of 4.9. It means learning media thematic social sciences -based load this local wisdom liked students and students able to focus and concentrate moment use product study this. Study [34] revealed results that Edpuzzle is also capably overcome difficulty student in remembering memory and managing concentration During listen to learning. Naturally, there is a significant relationship Between the duration watch learning videos on Edpuzzle with performance academics [35]. Not only feasible and effective for learning thematic social sciences- loaded, Edpuzzle can also use as a tool technology interactive and collaborative for Upgrade Skills listen to English students as language foreign [36]. Edpuzzle can also integrate with Flipped Classroom as one of the new Education strategies that can give a contribution to education sustainability [37]. Edpuzzle is also capable of Upgradeability reasoning mathematics in students [38].

CONCLUSION

Learning media thematic social sciences loading based on edpuzzles and local wisdom used proved very good category given by expert materials and media experts. The data shows the average score for validation media experts by 4.8 and the average score for expert Theory by 4.5. Appropriateness product research is also obtained from teacher response and response student to product study this one also has a very good category. The average score of the teacher's response is 4.6 and the average score of the response student of 4.9. Learning media thematic social sciences loading based on edpuzzles and effective local wisdom used proved with enhancement test average score Theory location Indonesia's geography in class V SD Rejodadi by 15 points and increase percentage completeness student by 60% and the paired sample t-test was obtained value of $t = 9.295$ with value Sig. 2 tailed $0.000 < 0.05$.

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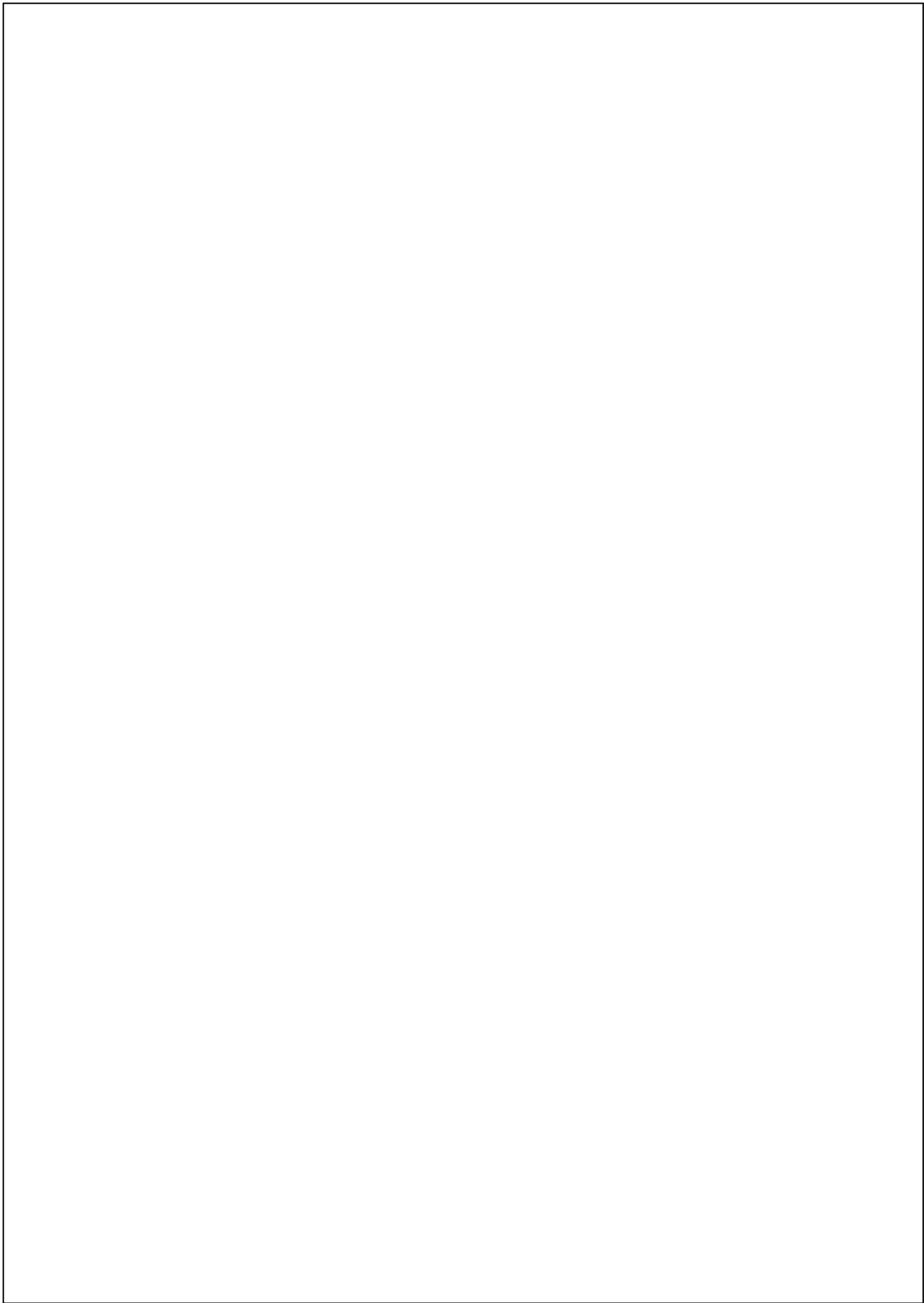
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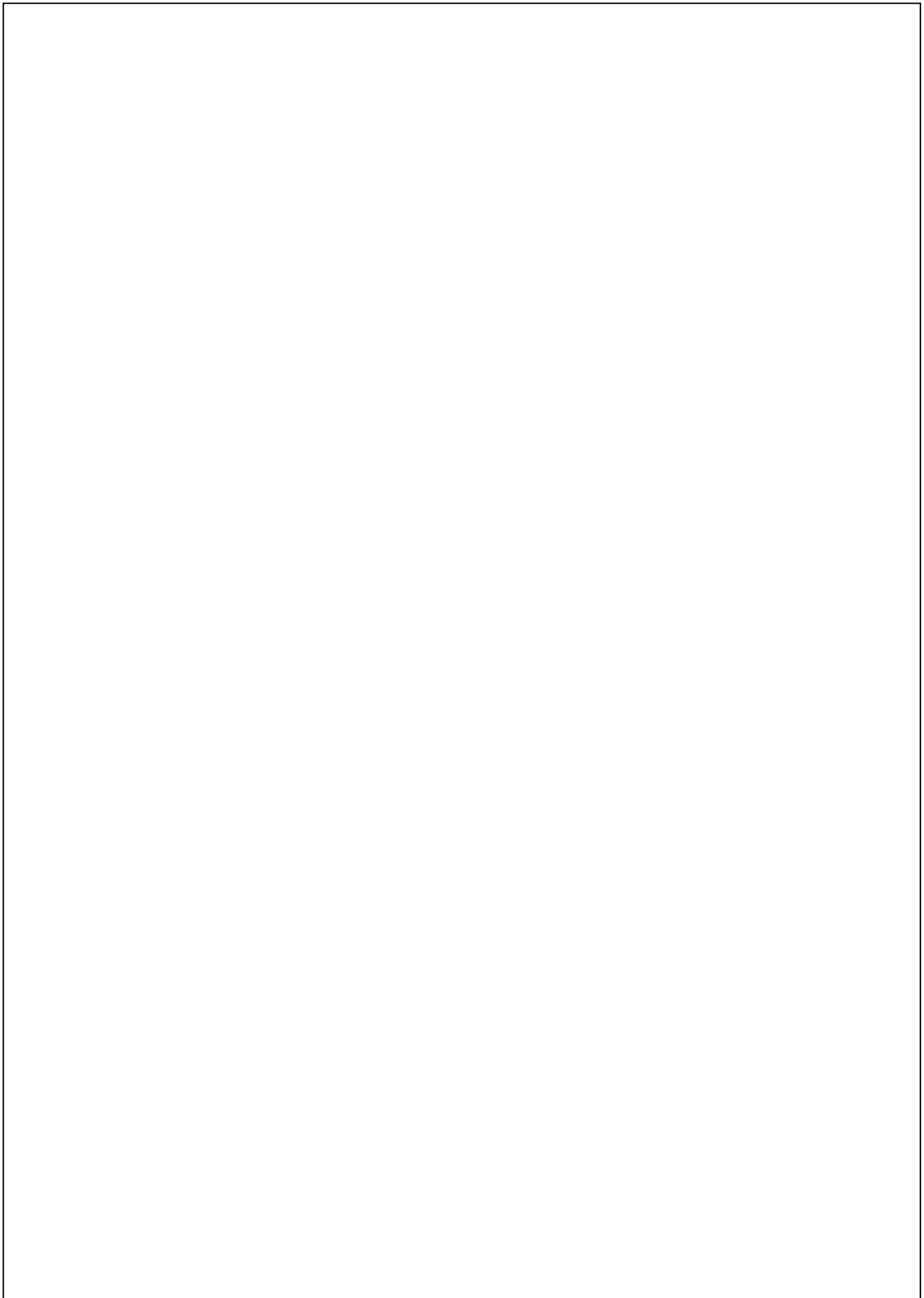
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