ABSTRAK

Penelitian ini bertujuan untuk mengevaluasi pengembangan *e-modul* Pendidikan Jasmani, Olahraga, dan Kesehatan (PJOK) berbasis *Google Sites* untuk siswa kelas 4 SDIT Ash-Shiddiiqi Kota Jambi, yang meliputi: (1) Konteks: kebutuhan dan tujuan pengembangan *e-modul* PJOK berbasis *Google Sites*; (2) Input: perancangan dan pengorganisasian pengembangan *e-modul*; (3) Proses: pelaksanaan pengembangan *e-modul* sesuai model ADDIE; dan (4) Produk: hasil implementasi *e-modul* dalam pembelajaran PJOK.

Penelitian ini menggunakan metode penelitian dan pengembangan (R&D) dengan pendekatan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian terdiri dari guru PJOK, siswa kelas 4 SDIT Ash-Shiddiiqi, dan ahli validasi materi dan media. Pengumpulan data dilakukan melalui observasi, wawancara, angket, dan dokumentasi, kemudian dianalisis secara deskriptif.

Hasil penelitian menunjukkan: (1) Berdasarkan evaluasi konteks, kebutuhan pengembangan *e-modul* PJOK berbasis *Google Sites* sangat relevan untuk mendukung pembelajaran berbasis teknologi, dengan hasil evaluasi sebesar 90,5% kategori sangat kuat; (2) Evaluasi input menunjukkan bahwa perencanaan dan pengorganisasian pengembangan *e-modul* berjalan dengan baik, dengan hasil sebesar 89,2% kategori sangat kuat; (3) Proses pengembangan *e-modul* berhasil dilakukan sesuai tahap ADDIE, namun terdapat kendala minor terkait penyesuaian materi dan teknologi, menghasilkan skor evaluasi 85,7% kategori sangat kuat; dan (4) Evaluasi produk menunjukkan bahwa e-modul meningkatkan motivasi dan partisipasi siswa, dengan hasil sebesar 88,6% kategori sangat kuat.

E-modul berbasis *Google Sites* ini dinilai layak dan relevan untuk diimplementasikan sebagai bahan ajar interaktif di era digital. Penelitian ini memberikan kontribusi positif terhadap inovasi pembelajaran PJOK berbasis teknologi.

Kata kunci: *E-modul*, PJOK, *Google Sites*

ABSTRACT

This study aims to evaluate the development of Google Sites-based Physical Education, Sports, and Health (PJOK) e-modules for grade 4 students of SDIT Ash-Shiddiiqi, Jambi City, which includes: (1) Context: needs and objectives of developing Google Sites-based PJOK e-modules; (2) Input: design and organization of e-module development; (3) Process: implementation of e-module development according to the ADDIE model; and (4) Product: the results of implementing e-modules in PJOK learning.

This study uses a research and development (R&D) method with the ADDIE model approach (Analysis, Design, Development, Implementation, Evaluation). The subjects of the study consisted of PJOK teachers, 4th grade students of SDIT Ash-Shiddiiqi, and material and media validation experts. Data collection was carried out through observation, interviews, questionnaires, and documentation, then analyzed descriptively.

The results of the study show: (1) Based on the context evaluation, the need for the development of a Google Sites-based PJOK e-module is very relevant to support technology-based learning, with an evaluation result of 90.5% in the very strong category; (2) Input evaluation shows that the planning and organization of e-module development went well, with a result of 89.2% in the very strong category; (3) The e-module development process was successfully carried out according to the ADDIE stages, but there were minor obstacles related to the adjustment of materials and technology, resulting in an evaluation score of 85.7% in the very strong category; and (4) Product evaluation shows that e-modules increase student motivation and participation, with results of 88.6% in the very strong category.

This Google Sites-based e-module is considered feasible and relevant to be implemented as interactive teaching materials in the digital era. This research provides a positive contribution to innovation in technology-based PJOK learning.

Keywords: *E-module, PJOK, Google Sites*