

ABSTRAK**PENINGKATAN KREATIVITAS DAN HASIL BELAJAR
MATERI FPB DAN KPK PADA SISWA KELAS IV
SD BUDYA WACANA 1 MENGGUNAKAN MODEL PEMBELAJARAN
*PROBLEM BASED LEARNING (PBL)***

Suzanna Hutami Putri
Universitas Sanata Dharma
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Penelitian ini dilatar belakangi dari hasil wawancara kepada guru dan observasi peneliti terhadap siswa kelas IV. 2 SD Budyta Wacana 1. Data yang peneliti dapatkan: kreativitas siswa termasuk dalam kategori kurang, serta hasil belajar siswa pada pelajaran matematika materi FPB dan KPK pada tahun 2018/2019 belum memenuhi KKM yang ditetapkan sekolah sebesar 75. Penelitian ini bertujuan untuk meningkatkan kreativitas dan hasil belajar untuk materi FPB dan KPK siswa kelas IV SD dengan menerapkan model PBL (*Problem Based Learning*).

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian adalah siswa kelas IV.2 SD Budyta Wacana 1 yang berjumlah 26 siswa tahun ajaran 2019/2020. Instrumen yang digunakan pada penelitian ini berupa wawancara, lembar observasi keterampilan kreativitas, dan tes. Teknik analisis data yang digunakan dalam penelitian ini adalah analisis kuantitatif dan kualitatif deskriptif.

Hasil penelitian ini menunjukkan adanya peningkatan kreativitas dan hasil belajar menggunakan model PBL (*Problem Based Learning*). Hal tersebut ditunjukkan pada peningkatan rata-rata kondisi awal 50 dengan kriteria kurang kreatif, siklus I mengalami peningkatan sebesar 56 dengan kriteria cukup kreatif dan siklus II mengalami peningkatan menjadi 77 dengan kriteria kreatif. Nilai rata-rata hasil belajar dari kondisi awal 69 dengan persentase siswa yang mencapai KKM 48%, siklus I rata-rata meningkat menjadi 71,5 dengan persentase 58%, dan pada siklus II meningkat menjadi 84 dengan persentase 81%.

Kata Kunci: Keterampilan Kreativitas, Hasil Belajar, Materi FPB dan KPK, model PBL (*Problem Based Learning*).

ABSTRACT**IMPROVEMENT OF CREATIVITY AND LEARNING OUTCOMES ON GCD AND LCM FOR FOURTH GRADE STUDENTS OF BUDYA WACANA 1 ELEMENTARY SCHOOL USING PROBLEM BASED LEARNING (PBL) MODEL**

Suzanna Hutami Putri
Sanata Dharma University
2020

This Research was based on the result of an interview with a teacher and researcher's observation on the student of IV. 2 class of Budya Wacana 1 Elementary School. The data which were obtained are: The student creativity was on a deficient level, and the students' learning outcome on the mathematic subject on GCD and LCM subject matter on 2018/2019 had not reached the KKM standard which was set by the school which is 75. The goal of this research is to assist the 4th grade students to improve their creativity and learning outcome on the FPB and KPK subject matter with applying the PBL learning method.

This type of research is Classroom Action Research (CAR). The subjects of the study are the students of IV. 2 class of Budya Wacana 1 Elementary School with 26 students in the academic year of 2019/2020. The researcher used an interview, observation sheets for creativity, and tests. The data analysis techniques which were used are quantitative and descriptive qualitative techniques.

The result of the research showed that there is improvement in creativity and learning after using the PBL learning method. The result showed an increase of the average score from 50 with criteria of less creative to 56 with fairly creative criteria on cycle I. On the cycle II, the score increased again to 77 with creative criteria. The average score of the learning outcome also increased from the initial score of 69 with 48% of the students reach the KKM standard increased to 71,5 with 58% on the cycle I and raised to 84 with 81% on the cycle II.

Key words: creativity skill, learning outcome, GCD and LCM subject matter, Problem Based Learning (PBL) model.