

ABSTRAK**PENINGKATAN KETERAMPILAN KREATIVITAS DAN HASIL BELAJAR MATERI BANGUN DATAR UNTUK SISWA KELAS IVA SD KANISIUS DEMANGAN BARU 1 MENGGUNAKAN MODEL *PROBLEM BASED LEARNING (PBL)***

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2020

Penelitian ini dilatarbelakangi dari hasil wawancara kepada guru dan observasi penelitian terhadap siswa kelas IVA SD Kanisius Demangan Baru 1. Data yang peneliti dapatkan: keterampilan kreativitas siswa termasuk ke dalam kategori kurang kreatif, serta rendahnya hasil belajar pada pelajaran matematika materi bangun datar tahun ajaran 2019/2020 belum memenuhi KKM yang ditetapkan sebesar 65. Penelitian ini bertujuan untuk meningkatkan keterampilan kreativitas dan hasil belajar materi bangun datar untuk siswa kelas IVA SD Kanisius Demangan Baru 1 dengan menerapkan model *Problem Based Learning*.

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian ini adalah siswa kelas IVA SD Kanisius Demangan Baru 1, tahun ajaran 2019/2020 berjumlah 22 siswa. Objek penelitian ini adalah peningkatan keterampilan kreativitas dan hasil belajar siswa. Teknik pengumpulan data diperoleh dari observasi, dan tes tertulis. Analisis data penelitian menggunakan analisis deskriptif kuantitatif dan kualitatif.

Hasil penelitian ini menunjukkan bahwa model *Problem Based Learning* dapat meningkatkan keterampilan kreativitas dan hasil belajar. Peningkatan keterampilan kreativitas dapat dilihat dari nilai rata-rata kondisi 59,08 (cukup kreatif), siklus I meningkat menjadi 75,96 (kreatif), dan siklus II meningkat menjadi 79,21 (kreatif). Nilai rata-rata hasil belajar mengalami peningkatan dari kondisi awal 49,64 dengan presentase siswa yang mencapai KKM sebesar 44%, siklus I meningkat menjadi 74 dengan presentase 68%, dan siklus II meningkat menjadi 76 dengan presentase 77%.

Kata Kunci: Kreativitas, Hasil Belajar, Bangun Datar, model *Problem Based Learning*.

ABSTRACT***THE IMPROVEMENT OF CREATIVITY SKILL AND LEARNING OUTCOME ON TWO DIMENSIONAL FIGURE FOR FOURTH GRADE STUDENTS OF KANISIUS DEMANGAN BARU 1 ELEMENTARY SCHOOL USING PROBLEM BASED LEARNING MODEL (PBL).***

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This study was based on the result of the interview of the teacher and observation research of IVA students of Kanisius Demangan Baru 1 Elementary School. The data that the researcher got are: the students' creativity skill are included into the category of less creative, and the low learning results of Math in two-dimensional figure material year of 2019/2020 were not conform to the standard of minimum is 65. This purpose of this study is to increase the creativity skill and the learning result of Math in two-dimensional figure material for IVA students of Kanisius Demangan Baru 1 Elementary School by applying Problem Based Learning model.

The kind of this study was Classroom Action Research. The subject of this study were 29 IVA students of Kanisius Demangan Baru 1 Elementary School, year of 2019/2020. The objects of this study were the enhancement of creativity skill and the students' learning result. The techniques to collect the data were obtained by observing and doing written test. The data analysis used quantitative descriptive and qualitative.

The results of this study showed that Problem Based Learning model can increase creativity skills and learning results. The enhancement of creativity skill can be seen from the score of condition average 59.08 (creative enough), in cycle I was increasing become 75.96 (creative), and in cycle II was increasing become 79.21 (creative). The average scores from the learning results were increasing from 49,64 and the percentage of the students who are reach the standard of minimum was 44%, in cycle I was increasing become 74 and the percentage was 68%, and in cycle II was increasing become 76 and the percentage was 77%.

Keywords: Creativity Skill, Learning Outcomes, Two Dimensional Figure, Problem Based Learning model.