

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

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2020

Penelitian ini dilatarbelakangi dari hasil wawancara kepada guru dan observasi peneliti terhadap siswa kelas V A SD Kanisius Demangan Baru 1. Data yang peneliti dapatkan: keterampilan kreativitas siswa termasuk dalam kategori cukup, serta hasil belajar siswa pada pelajaran matematika materi bangun ruang belum memenuhi KKM yang ditetapkan sekolah sebesar 65. Penelitian ini bertujuan untuk meningkatkan keterampilan kreativitas dan hasil belajar siswa kelas V A SD Kanisius Demangan Baru 1 menggunakan model PBL (*Problem Based Learning*).

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian adalah siswa kelas V A SD Kanisius Demangan Baru 1 yang berjumlah 26 siswa tahun ajaran 2019/2020. Objek penelitian adalah keterampilan kreativitas dan hasil belajar matematika materi bangun. Instrumen yang digunakan dalam penelitian ini adalah lembar pengamatan keterampilan kreativitas siswa dan tes. Analisis data yang digunakan dalam penelitian ini adalah analisis kuantitatif dan analisis kualitatif deskriptif.

Hasil penelitian ini menunjukkan adanya peningkatan keterampilan kreativitas dan hasil belajar pada siswa kelas V A SD Kanisius Demangan Baru 1 menggunakan model PBL (*Problem Based Learning*). Hal tersebut ditunjukkan pada peningkatan nilai rata-rata kondisi awal keterampilan kreativitas 58,2 dengan kriteria cukup kreatif meningkat menjadi 67 pada siklus I dengan kriteria kreatif, kemudian meningkat lagi menjadi 79.93 dengan kategori kreatif. Untuk rata-rata hasil belajar siswa pada awalnya adalah 60 dengan persentase siswa yang mencapai KKM sebesar 50%, menjadi 73.35 pada siklus I dengan persentase siswa yang mencapai KKM sebesar 73.07%, dan meningkat lagi menjadi 78 pada siklus II dengan persentase siswa yang mencapai KKM sebesar 80.76%.

Kata kunci: keterampilan kreativitas, hasil belajar, matematika, bangun ruang, model PBL (*Problem Based Learning*).

ABSTRACT
**IMPROVEMENT OF CREATIVITY SKILL AND LEARNING OUTCOMES
OF BUILDING MATERIALS FOR FIFTH GRADE STUDENTS OF
KANISIUS DEMANGAN BARU 1 ELEMENTARY SCHOOL USING THE
PBL (PROBLEM BASED LEARNING) LERANING MODEL**

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This research is motivated by the result of interviews with teachers and researcher's observation of students in class V A Kanisius Demangan Baru 1 elementary school. The data which the researcher got: students' creativity skills included in the category of quite creative, as well as student learning outcomes in mathematics subject matter bulding did not meet the KKM set by the school by 65. This study aims to help students in fifth grade of elementary school to improve creativity skill and learning outcome for the building material by applying the PBL learning model.

The type of this research was classroom action research. The subject of this research was the fifth grade students of Kanisius Demangan Baru 1 elementary school totaling 26 students in academic year 2019/2020. The object of this research were creativity skill and student learning outcomes. The techniques of the data collection were interview, observation, and written test. The techniques of research analysis were descriptive quantitative and qualitative.

The result of this research shows that there was increase in creativity skill and learning outcomes of fifth grade students of Kanisius Demangan Baru 1 elementary school using PBL learning model. It shown in the increase in the average value of the initial conditions of creativity skills that was 58.2 with the criteria of quite creative to cycle I increase by 67 with the criteria of being able to creative, and increase again to 79.93 with criteria of being able to creative in cycle II. For the average student learning outcomes in the initial conditions was 60 with the percentage of students achieving KKM of 50%, increase to 73.35 with the percentage of students achieving KKM of 73.07% in cycle I, and increase again to 78 with the percentage of students achieving KKM of 8076% in cycle II.

Keywords: creativity skill, learning outcomes, problem based learning (PBL) model