

## ABSTRAK

### **PENINGKATAN KREATIVITAS DAN HASIL BELAJAR SISWA KELAS V MATERI POKOK PANAS DAN PERPINDAHANNYA MELALUI MODEL PEMBELAJARAN BERBASIS MASALAH DI SD KANISIUS PUGERAN**

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Latar belakang penelitian ini adalah rendahnya kreativitas dan hasil belajar siswa kelas V SD Kanisius Pugeran. Penelitian ini bertujuan untuk (1) mendeskripsikan upaya peningkatan kreativitas dan hasil belajar siswa kelas V materi panas dan perpindahannya melalui penerapan model pembelajaran berbasis masalah di SD Kanisius Pugeran; (2) meningkatkan kreativitas siswa di kelas V melalui penerapan model pembelajaran berbasis masalah di SD Kanisius Pugeran; (3) meningkatkan hasil belajar siswa kelas V materi panas dan perpindahannya melalui model pembelajaran berbasis masalah di SD Kanisius Pugeran.

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK) yang terdiri atas dua siklus. Subjek penelitian ini adalah siswa kelas V SD Kanisius Pugeran yang berjumlah 30 siswa pada tahun ajaran 2019/2020. Objek penelitian ini adalah kreativitas dan hasil belajar siswa. Instrumen yang digunakan dalam penelitian ini adalah observasi, kuesioner, produk, dan soal tes.

Hasil penelitian menunjukkan: (1) peningkatan kreativitas dan hasil belajar siswa kelas V SD Kanisius Pugeran materi panas dan perpindahannya dapat diupayakan melalui lima langkah dalam model pembelajaran berbasis masalah; (2) model pembelajaran berbasis masalah dapat meningkatkan kreativitas siswa kelas V SD Kanisius Pugeran. Kondisi awal kreativitas siswa sebesar 59,33. Pada siklus I diperoleh nilai rata-rata kreativitas siswa sebesar 72,33, pada siklus II meningkat menjadi 78,37; (3) model pembelajaran berbasis masalah dapat meningkatkan hasil belajar siswa kelas V SD Kanisius Pugeran. Kondisi awal hasil belajar siswa sebesar 66,61 meningkat menjadi 70,5 pada siklus I dan pada siklus II menjadi 78,03.

Kata kunci: kreativitas, hasil belajar, model pembelajaran berbasis masalah.

## ABSTRACT

### **THE CREATIVITY AND LEARNING OUTCOMES IMPROVEMENT OF THE FIFTH-GRADE STUDENTS ON ‘HEAT AND HEAT TRANSFER’ BY PROBLEM BASED LEARNING MODELS IN KANISIUS PUGERAN ELEMENTARY SCHOOL**

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*The background of this research is the lack of creativity and learning outcomes of the fifth-grader students in Kanisius Pugeran Elementary School. The purpose of this research is to: (1) describe the effort in improving the creativity and the learning outcomes of the fifth-grader students on ‘Heat and Heat Transfer’, through applying Problem Based Learning Model in Kanisius Pugeran Elementary School; (2) improve the creativity of the fifth-grader students through applying Problem Based Learning Model in Kanisius Pugeran Elementary School; (3) improve the learning outcomes of the fifth-grader students on ‘Heat and Heat Transfer’ through applying Problem Based Learning Model in Kanisius Pugeran Elementary School.*

*The type of the research is Classroom Active Research (CAR) which consists of two cycles. The subject of this research is the fifth-grader students of Kanisius Pugeran Elementary School. The objects of this research are the creativity and student learning outcomes. The instrument of this research are observation, questionnaires, product assessment, test questions.*

*The result showed that: (1) the creativity and learning outcomes improvement of the fifth-grader students on ‘Heat and Heat Transfer’ can be pursued through five steps on Problem Based Learning Model; (2) Problem Based Learning Model can improve the creativity of the fifth-grader students in Kanisius Pugeran Elementary School. The result of previous students’ creativity is only 59,33. In the first cycle, the average of students’ creativity is only 72,33. Meanwhile, in the second cycle, the result increased up to 78,37; (3) Problem Based Learning Model can improve the learning outcomes of the fifth-grader students in Kanisius Pugeran Elementary School. The result of previous learning outcomes is only 66,61. Then, it is increasing up to 70,5 in the first cycle and 78,03 in the second cycle.*

*Keyword: creativity, learning outcomes, Problem Based Learning Model.*