ABSTRAK
**ANALISIS KETERAMPILAN *COMPUTATIONAL THINKING* PADA PENGGUNAAN MEDIA MONTESSORI *SUBTRACTION COLOR BEADS SNAKE GAME***
Chionia Karesi Putri
Universitas Sanata Dharma
2024

Penelitian ini bertujuan untuk mengetahui keterampilan *computational thinking* pada penggunaan media Montessori *Subtraction Color Beads Snake Game* dan faktor-faktor yang memengaruhi perkembangan keterampilan *computational thinking* pada penggunaan media Montessori *Subtraction Color Beads Snake Game.* Penelitian ini menggunakan jenis penelitian kualitatif deskriptif dengan teknik pengumpulan data observasi, wawancara, dan studi dokumentasi. Instrumen yang digunakan pada penelitian ini adalah lembar observasi pengamatan langsung, observasi video Youtube, dan lembar wawancara. Subjek penelitian adalah 2 siswa kelas II SD Montessori, guru Montessori, dosen Matematika PGSD, dan Video Youtube. Hasil penelitian menunjukkan adanya keterampilan dekomposisi, pengenalan pola, abstraksi, dan algoritma *computational thinking* pada penggunaan media Montessori *Subtraction Color Beads Snake Game.* Dari keempat pilar *computational thinking,* pilar pengenalan pola dan pilar abstraksi menjadi pilar yang menonjol pada penggunaan media Montessori *Subtraction Color Beads Snake Game.* Faktor-faktor yang memengaruhi perkembangan keterampilan *computational thinking* pada penggunaan media Montessori *Subtraction Color Beads Snake Game* adalah kemampuan bernalar, motivasi, dan inferioritas kompleks.

Kata kunci: *computational thinking,* metode Montessori, *Subtraction Color Beads Snake Game*
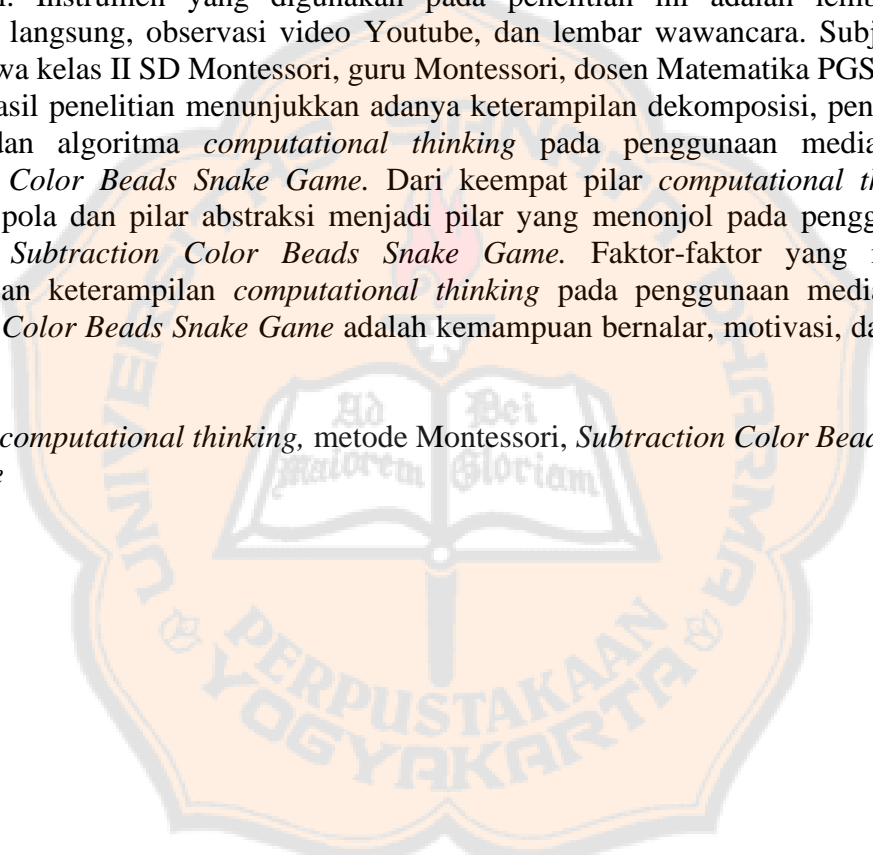
ABSTRACT
"ANALYSIS OF COMPUTATIONAL THINKING SKILLS IN THE USE OF MONTESSORI SUBTRACTION COLOR BEADS SNAKE GAME MEDIA"

Chionia Karesi Putri

Sanata Dharma University

2024

This research aims to determine computational thinking skills in the use of Montessori Subtraction Color Beads Snake Game media and factors that influence the development of computational thinking skills in the use of Montessori Subtraction Color Beads Snake Game media. This research used a type of descriptive qualitative research with data collection techniques observation, interviews, and documentation studies. The instruments used in this research were direct observation sheets, Youtube video observation sheets, and interview sheets. The subjects of the research were 2 students in grade II of Montessori Elementary School, Montessori teacher, PGSD Mathematics lecturer, and Youtube Video. The results showed the skills of decomposition, pattern recognition, abstraction, and algorithms computational thinking in the use of Montessori Subtraction Color Beads Snake Game media. Of the four pillars of computational thinking, the pattern recognition pillar and the abstraction pillar are the pillar that stand out in the use of Montessori Subtraction Color Beads Snake Game media. Factors that influence the development of computational thinking skills in the use of Montessori Subtraction Color Beads Snake Game media are reasoning ability, motivation, and inferiority complex.

Keywords: computational thinking, Montessori method, Subtraction Color Beads Snake Game