ABSTRAK

ANALISIS KETERAMPILAN *COMPUTATIONAL THINKING* PADA PENGGUNAAN MEDIA MONTESSORI *CHECKERBOARD*

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Penelitian ini bertujuan untuk menganalisis keterampilan *Computational Thinking* pada penggunaan media Montessori *Checkerboard* di Sekolah Dasar dan faktor-faktor yang memengaruhinya. Penelitian ini menggunakan jenis penelitian kualitatif deskriptif dengan teknik pengumpulan data dilakukan melalui 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. Untuk menjaga kredibilitas data, peneliti melakukan triangulasi dengan membandingkan data dari berbagai sumber, diskusi dengan peneliti lain, dan menggunakan referensi dokumentasi. Hasil penelitian menunjukkan bahwa penggunaan media *Checkerboard* dapat mengasah keterampilan *Computational Thinking* siswa, khususnya dalam aspek dekomposisi, pengenalan pola, abstraksi, dan algoritma. Faktor-faktor yang dapat memengaruhi perkembangan keterampilan *Computational Thinking* meliputi intervensi guru, siswa menjadi lebih terampil dalam mengatur langkah-langkah secara urut, dan skill perkalian pada siswa. Penelitian ini diharapkan dapat diaplikasikan dalam situasi pembelajaran lain dengan memberikan uraian yang rinci, jelas, dan sistematis.

Kata kunci: *Computational Thinking*, Metode Montessori, Media Montessori *Checkerboard*

ABSTRACT

ANALYSIS OF COMPUTATIONAL THINKING SKILLS ON THE USE OF MONTESSORI CHECKERBOARD MEDIA

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This research aims to analyze Computational Thinking skills in the use of Montessori Checkerboard media in elementary schools and the factors that influence them. This research uses a descriptive qualitative research type with data collection techniques carried out through observation, interviews, and documentation studies. The instruments used in this research were direct observation sheets, Youtube video observations, and interview sheets. The research subjects were 2 second-grade students of Montessori Elementary School, a Montessori teacher, a Mathematics lecturer for Elementary School Teacher Education, and a Youtube Video. To maintain data credibility, researchers conducted triangulation by comparing data from various sources, discussing with other researchers, and using documentary references. The results showed that the use of Checkerboard media could hone students' Computational Thinking skills, particularly in aspects of decomposition, pattern recognition, abstraction, and algorithms. Factors that could influence the development of Computational Thinking skills include teacher intervention, students becoming more skilled in organizing steps sequentially, and students' multiplication skills. This research is expected to be applicable in other learning situations by providing a detailed, clear, and systematic description.

***Keywords**: Computational Thinking, Montessori method, Montessori Checkerboard media*