

ABSTRAK

PENGARUH *GAME BASED LEARNING* BERBASIS *PUZZLE* TERHADAP KEMAMPUAN BERPIKIR KREATIF MATEMATIKA PESERTA DIDIK KELAS V SD

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Masalah dalam penelitian adalah rendahnya kemampuan berpikir kreatif khususnya pada pembelajaran Matematika peserta didik kelas V SD Negeri 2 Gondang Rejo. Tujuan penelitian untuk mengetahui adanya pengaruh penggunaan model pembelajaran *game based learning* berbasis *puzzle* terhadap kemampuan berpikir kreatif Matematika kelas V SD Negeri 2 Gondang Rejo. Metode penelitian kuantitatif dengan pendekatan eksperimen. Jenis penelitian yaitu eksperimen *quasi experiment design* dengan desain penelitian yang digunakan yaitu *nonequivalent control group design*. Populasi dalam penelitian ini berjumlah 36 peserta didik dengan sampel seluruh anggota populasi. Teknik pengambilan sampel penelitian menggunakan teknik sampling jenuh. Teknik pengumpulan data dilakukan dengan teknis tes berupa soal uraian dan teknik nontes berupa observasi. Uji hipotesis menggunakan uji regresi linear sederhana. Hasil penelitian menunjukkan bahwa terdapat pengaruh penggunaan model pembelajaran *game based learning* berbasis *puzzle* terhadap kemampuan berpikir kreatif Matematika kelas V SD Negeri 2 Gondang Rejo.

Kata kunci: kemampuan berpikir kreatif, model *game based learning*, *puzzle*

ABSTRACT

THE EFFECT OF GAME BASED LEARNING BASED PUZZLEON CREATIVE THINKING ABILITIES IN MATHEMATICS OF V GRADE V SD

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The problem in this study was the low creative thinking ability, especially in Mathematics learning, among fifth-grade students at SD Negeri 2 Gondang Rejo. The purpose of this study was to determine the effect of using a puzzle-based learning model on the creative thinking ability in Mathematics of fifth-grade students at SD Negeri 2 Gondang Rejo. This study used a quantitative method with an experimental approach. The type of research was a quasi-experimental design using an unequal control group design. The population in this study consisted of 36 students, and the sample included all members of the population. The sampling technique used was saturated sampling. Data collection techniques were conducted using test techniques in the form of essay questions and non-test techniques in the form of observation. Hypothesis testing used a simple linear regression test. The results of this study indicated that there was an effect of using a puzzle-based learning model on the creative thinking ability in Mathematics of fifth-grade students at SD Negeri 2 Gondang Rejo.

Keywords: creative thinkings skills, game based learning models, puzzle