

ABSTRAK

PENGEMBANGAN PROGRAM PEMBELAJARAN IPA TERPADU *IMMERSED* BERBASIS PROYEK PENGOLAHAN IKAN SECARA BIOTEKNOLOGI UNTUK MENINGKATKAN KETERAMPILAN BERPIKIR KREATIF SISWA SMP

Oleh

ELSIE TIARA PRAMESTI

Penelitian ini bertujuan untuk mengembangkan program pembelajaran IPA terpadu *immersed* berbasis proyek pengolahan ikan secara bioteknologi untuk meningkatkan keterampilan berpikir kreatif siswa SMP. Model penelitian yang digunakan adalah penelitian dan pengembangan ADDIE menurut Dick and Carry. Penelitian ini dilaksanakan di SMPN 4 Tulang Bawang Udik, dengan subyek penelitian sebanyak 64 siswa yang dibagi menjadi kelas eksperimen dan kontrol. Kevalidan program pembelajaran yang dikembangkan didasarkan pada hasil validasi aspek kesesuaian isi dan aspek konstruksi. Validasi ahli menunjukkan bahwa rata-rata persentase aspek kesesuaian isi dan konstruksi adalah 95,53% dan 100% dengan kriteria sangat tinggi. Rata-rata persentase respon guru pada aspek kesesuaian isi dan konstruksi adalah 97,49% dan 100% dengan kriteria sangat tinggi. Keterlaksanaan sintak dan sistem sosial program pembelajaran yang dikembangkan secara berurutan adalah 96,42% dan 95% dengan kriteria sangat tinggi. Keefektifan program pembelajaran yang telah dikembangkan ditinjau dari *n-gain* dan *effect size*. Hasil penelitian menunjukkan bahwa *n-gain* siswa kelas eksperimen

0,65 dengan kriteria sedang dan kelas kontrol sebesar 0,28 dengan kriteria rendah serta besarnya *effect size* sebesar $d = 1,00000094$ dengan kriteria *large*.

Berdasarkan hal tersebut, program pembelajaran IPA terpadu *immersed* berbasis proyek pengolahan ikan secara bioteknologi efektif dalam meningkatkan keterampilan berpikir kreatif siswa SMP.

Kata Kunci : Pembelajaran berbasis proyek, pembelajaran IPA terpadu *immersed*, keterampilan berpikir kreatif.

ABSTRACT

DEVELOPMENT OF IMMERSSED INTEGRATED SCIENCE LEARNING PROGRAM BASED ON BIOTECHNOLOGY FISH PROCESSING PROJECT TO IMPROVE JUNIOR HIGH SCHOOL STUDENTS' CREATIVE THINKING SKILLS

By

ELSIE TIARA PRAMESTI

This study aims to develop an immersed integrated science learning program based on biotechnology fish processing projects to improve junior high school students' creative thinking skills. The model used in this research was research and development according to Dick and Carry. This research was conducted at Junior High School 4 Tulang Bawang Udik, with 64 students divided into experimental and control classes. The validity of the learning program developed is based on the validation of the content suitability aspect and the construction aspect. Expert validation shows that the average percentage on content suitability and construction aspects of learning program were 95.53% and 100% respectively with very high criteria. The average percentage of teachers' responses on content suitability and construction aspects were 97.49% and 100% respectively with very high criteria. The implementation of syntax and social systems of learning programs developed were 96.42% and 95% respectively with very high criteria. The effectiveness of the learning program that has been developed is terms of n-gain and effect size. The results showed that the n-gain of

experimental class students was 0.65 with medium criteria and a control class was 0.28 with low criteria and a the size of effect size was $d = 1.00000094$ respectively with large criteria. Based on this, immersed integrated science learning program based on fish processing project was effective to improve junior high school students' creative thinking skills.

Keywords : Project based learning, immersed integrated science learning, creative thinking skills.