

ABSTRAK

PENGEMBANGAN INSTRUMEN PENILAIAN PADA PEMBELAJARAN TEMATIK BERBASIS STEAM UNTUK MENGIKUR KEMAMPUAN BERPIKIR KRITIS DAN KREATIF PESERTA DIDIK DI SEKOLAH DASAR

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Masalah dalam penelitian ini adalah kebutuhan pendidik akan instrumen penilaian berpikir kritis dan kreatif pada pembelajaran tematik berbasis STEAM. Penelitian ini bertujuan untuk menghasilkan instrumen penilaian berpikir kritis dan kreatif pada pembelajaran tematik berbasis STEAM. Jenis penelitian ini adalah *Research and Development* (R&D) dengan sampel 69 peserta didik kelas V SD Negeri Gugus Budi Utomo kecamatan Metro Selatan. Pengujian kelayakan instrumen yang dikembangkan pada penelitian ini menggunakan uji validitas, uji reliabilitas, uji daya beda dan uji tingkat kesukaran. Instrumen yang dikembangkan berjumlah 12 instrumen kemampuan berpikir kritis dan 12 instrumen kemampuan berpikir kreatif. Hasil uji kelayakan produk diperoleh 11 instrumen berpikir kritis dan 10 instrumen berpikir kreatif yang valid, reliabel memiliki daya beda dan tingkat kesukaran yang layak.

Kata kunci: *Berpikir Kritis, Berpikir Kreatif, Penilaian, Pembelajaran Tematik, STEAM*

ABSTRACT

DEVELOPMENT OF ASSESSMENT INSTRUMENTS ON STEAM-BASED THEMATIC LEARNING TO MEASURE STUDENTS' CRITICAL AND CREATIVE THINKING ABILITY IN ELEMENTARY SCHOOL

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The problem in this study is the need for educators to assess critical and creative thinking instruments in STEAM-based thematic learning. This study aims to produce critical and creative thinking assessment instruments in STEAM-based thematic learning. The type of this research was Research and Development (R&D) with a sample of 69 students in class V at SD Negeri Gugus Budi Utomo, Metro Selatan sub-district. Testing the feasibility of the instruments developed in this study used validity tests, reliability tests, differential power tests and difficulty level tests. The instruments developed were 12 critical thinking skills instruments and 12 creative thinking ability instruments. The results of the product feasibility test obtained 11 critical thinking instruments and 10 creative thinking instruments which are valid, reliable, have differential power and an appropriate level of difficulty.

Keywords: Critical Thinking, Creative Thinking, Assessment, Thematic Learning, STEAM