

ABSTRAK

PENGARUH *PROBLEM BASED LEARNING* BERBANTUAN MEDIA *MICROSOFT SWAY* TERHADAP KEMAMPUAN BERPIKIR KREATIF IPAS PESERTA DIDIK KELAS V SEKOLAH DASAR

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Masalah dalam penelitian ini yaitu rendahnya tingkat kemampuan berpikir kreatif peserta didik kelas V di SD Negeri 6 Metro Barat. Penelitian ini bertujuan untuk mengetahui pengaruh dari penerapan model pembelajaran *problem based learning* berbantuan media *microsoft sway* terhadap kemampuan berpikir kreatif IPAS peserta didik kelas V Sekolah Dasar. Teknik pengumpulan data menggunakan tes. Metode penelitian menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Populasi penelitian ini berjumlah 67 dan sampel yang digunakan yaitu 44 peserta didik kelas VB dan VC, sampel ditentukan dengan teknik *purposive sampling*. Data dianalisis dengan uji regresi sederhana. Hasil penelitian ini menunjukkan bahwa terdapat pengaruh yang signifikan pada penerapan model pembelajaran *problem based learning* berbantuan media *microsoft sway* terhadap kemampuan berpikir kreatif IPAS peserta didik kelas V SD Negeri 6 Metro Barat yang ditunjukkan dengan perolehan nilai $F_{hitung} (21,72) > F_{tabel} (4,35)$.

Kata Kunci: kreatif, *problem based learning*, *microsoft sway*

ABSTRACT

THE EFFECT OF PROBLEM BASED LEARNING ASSISTED BY MICROSOFT SWAY MEDIA ON THE CREATIVE THINKING ABILITY OF IPAS CLASS V ELEMENTARY SCHOOL STUNDENTS

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The problem in this study is the low level of creative thinking ability of grade V students at SD Negeri 6 Metro Barat. This study aims to determine the effect of the application of problem based learning model assisted by microsoft sway media on the creative thinking ability of IPAS students in grade V elementary school. Data collection techniques using tests. The research method used Quasi Experimental Design with Nonequivalent Control Group Design research design. The population of this study amounted to 67 and the sample used was 44 students of class VB and VC, the sample was determined by purposive sampling technique. Data were analyzed by simple regression test. The results of this study indicate that there is a significant effect on the application of problem-based learning model assisted by microsoft sway media on the creative thinking ability of IPAS class V students of SD Negeri 6 Metro Barat which is indicated by the acquisition of the value of $F_{count} (21,72) > F_{table} (4.35)$.

Keyword : *creative, problem based learning, microsoft sway*