

## ABSTRAK

### **PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN MEDIA REALIA TERHADAP KEMAMPUAN BERPIKIR KREATIF PADA PEMBELAJARAN MATEMATIKA KELAS V DI SEKOLAH DASAR**

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Masalah penelitian ini adalah pembelajaran di sekolah masih berpusat pada pendidik serta belum menerapkan sistem pembelajaran yang mengarah pada keterampilan abad 21 pada peserta didik kelas V di SD Negeri 1 Labuhan Ratu Bandar Lampung. Tujuan penelitian untuk mengetahui pengaruh yang positif pada model *problem based learning* berbantuan media realia terhadap kemampuan berpikir kreatif pada pembelajaran matematika kelas V di sekolah dasar. Jenis penelitian menggunakan penelitian kuantitatif dengan metode *quasi eksperimen* dan desain penelitian menggunakan *pretest-posttest control grup desain*. Populasi dan sampel penelitian adalah seluruh peserta didik kelas V SD Negeri 1 Labuhan Ratu Bandar Lampung dengan jumlah 32 orang peserta didik. Teknik pengambilan sampel penelitian menggunakan teknik sampel jenuh. Teknik analisis data menggunakan uji regresi sederhana. Hasil penelitian adalah terdapat pengaruh pada penerapan model *problem based learning* berbantuan media realia terhadap kemampuan berpikir kreatif pada pembelajaran matematika kelas V di SD Negeri 1 Labuhan Ratu.

**Kata Kunci:** berpikir kreatif, media realia, *problem based learning*

## **ABSTRACT**

### **THE INFLUENCE OF REALIA MEDIA-ASSISTED PROBLEM BASED LEARNING MODEL ON CREATIVE THINKING SKILLS IN GRADE V MATHEMATICS LEARNING IN ELEMENTARY SCHOOL**

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*The problem with this research is that learning in schools is still centered on educators and has not implemented a learning system that leads to 21st century skills for class V students at SD Negeri 1 Labuhan Ratu Bandar Lampung. The aim of the research is to determine the positive influence of the problem based learning model assisted by realia media on creative thinking abilities in fifth grade mathematics learning in elementary schools. This type of research uses quantitative research with quasi-experimental methods and research design using pretest-posttest control group design. The research population and sample were all class V students of SD Negeri 1 Labuhan Ratu Bandar Lampung with a total of 32 students. The research sampling technique uses a saturated sampling technique. The data analysis technique uses a simple regression test. The results of the research are that there is an influence on the application of the problem based learning model assisted by realia media on the ability to think creatively in class V mathematics learning at SD Negeri 1 Labuhan Ratu.*

**Key word:** *creative thinking, realia media, problem based learning*