

ABSTRAK

PENGARUH MODEL *GAMES BASED LEARNING* (GBL) BERBANTUAN *PUZZLE* TERHADAP KEMAMPUAN BERPIKIR KRITIS PESERTA DIDIK PADA MATERI BANGUN DATAR DI KELAS IV SD NEGERI 5 METRO TIMUR

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Masalah penelitian ini adalah rendahnya kemampuan berpikir kritis peserta didik kelas IV SD Negeri 5 Metro Timur. Penelitian ini bertujuan untuk mengetahui pengaruh *Games Based Learning* (GBL) berbantuan *Puzzle* pada pembelajaran Matematika terhadap kemampuan berpikir kritis peserta didik. Metode penelitian menggunakan metode eksperimen semu (*quasi experiment design*) dengan *non-equivalent control group design*. Populasi penelitian ini adalah seluruh peserta didik kelas IV yang berjumlah 54 orang peserta didik. Penentuan sampel penelitian menggunakan teknik *purposive sampling* yaitu pengambilan sampel dengan pertimbangan tertentu dengan jumlah 36 orang peserta didik. Teknik pengumpulan data menggunakan observasi, wawancara, dokumentasi, dan tes. Pengujian hipotesis menggunakan uji t-test, diperoleh nilai positif dan hasil dari uji korelasi menunjukkan kategori kuat sehingga dapat disimpulkan bahwa model *Games Based Learning* berbantuan *Puzzle* berpengaruh terhadap kemampuan berpikir kritis peserta didik kelas IV SD Negeri 5 Metro Timur.

Kata Kunci: *games based learning*, kemampuan berpikir kritis, matematika,
puzzle

ABSTRACT

THE INFLUENCE OF PUZZLE-ASSISTED GAMES BASED LEARNING (GBL) MODELS ON STUDENTS' CRITICAL THINKING ABILITY ON FLAT-FORMED MATERIALS IN GRADE IV SD NEGERI 5 METRO TIMUR

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The problem of this research is the low critical thinking skills of fourth grade students of SD Negeri 5 Metro Timur. This study aims to determine the effect of Games Based Learning (GBL) assisted by Puzzle in learning Mathematics on students' critical thinking skills. The research method used a quasi experiment design with a non-equivalent control group design. The population of this study were all fourth grade students totaling 54 students. Determination of the research sample using purposive sampling technique, namely sampling with certain considerations with a total of 36 students. Data collection techniques using observation, interviews, documentation, and tests. Hypothesis testing using t-test, obtained a positive value and the results of the correlation test showed a strong category so that it can be concluded that the Games Based Learning model assisted by Puzzle has an effect on the critical thinking skills of fourth grade students of SD Negeri 5 Metro Timur.

Keywords: critical thinking ability, games based learning, mathematics, puzzle