

ABSTRACT

DEVELOPMENT OF A PROJECT-BASED LKPD FOR CASSAVA PEEL WASTE PROCESSING TO TRAIN STUDENTS SCIENTIFIC CREATIVITY SKILLS

By

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This study aims to develop a valid, practical, and effective project-based LKPD to train students' scientific creativity skills on alternative energy material. The research design used in this study uses the 4D model (Define, Design, Develop, and Disseminate) adapted from Thiagarajan (1974) using an assessment of the validity test, practicality test consisting of readability test, teacher perception test, and learner response test, and effectiveness test. The validity test results state that the average score of the three validators is 3.56, the average media and design validation is 3.43 which is included in the very valid category, and the material and construct validation is 3.68 which is included in the very valid category. The results of the practicality test showed that the average readability test score was 86.66% in the readable category. The learner response test scored 85.57% in the very good category, while the teacher perception test reached 93.12%. Overall, the average score of the practicality test was 88.45%, which is included in the very practical category. The effectiveness test results showed an average score of 85.96% in the highly trained category. This shows that the project-based LKPD developed is valid, practical, and effective in training scientific creativity skills, as evidenced by a significant increase in the achievement of indicators.

Keywords: Scientific Creativity Skills, LKPD, Project Based Learning