

ABSTRAK

Dzahnun Amiliya U. 2021. *Pengembangan E-LKPD Berbasis Open-Ended Untuk Melatih Kemampuan Berpikir Kreatif Siswa Materi Volume Kubus dan Balok Kelas V Sekolah Dasar*. Skripsi, rogram Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Rika Wulandari.

Latar belakang penelitian ini adalah penggunaan bahan ajar konvensional yang tidak disesuaikan dengan kebutuhan siswa sehingga membuat siswa jarang melatih kemampuan berpikir kreatif yang dimiliki. Penelitian ini menggunakan model penelitian pengembangan ADDIE. Penelitian ini dilakukan di SDN 90 Gresik dengan subyek penelitian siswa kela V yang berjumlah 12 siswa. Penelitian ini bertujuan untuk mengetahui tingkat kevalidan, kepraktisan, dan keefektifan produk E-LKPD berbasis *open-ended* untuk melatih kemampuan berpikir kreatif siswa. Teknik pengumpulan data menggunakan wawancara, angket, dan tes. Hasil penelitian menunjukkan 1) prosentase rata-rata hasil validasi materi, bahasa, dan bahan ajar sebesar 83,33% sehingga dapat disimpulkan bahwa bahan ajar E-LKPD sangat valid untuk digunakan, 2) prosentase rata-rata hasil respon siswa dan guru diperoleh data sebesar 85,21% sehingga dapat disimpulakn bahwa produk E-LKPD sangat praktis dan mudah untuk digunakan, 3) keefektifan dilihat dari ketuntasan belajar klasikal, sebanyak 83,33% siswa sudah berhasil dan tuntas secara klasikal dan dari perhitungan N-Gain diperoleh data pada interpretase sedang dengan rata-rata persentase sebesar 91,66% dan pada interpretase tinggi diperoleh data rata-rata persentase sebesar 8,33%.

Kata Kunci: *E-LKPD, Keterampilan berpikir kreatif, Permasalahan open-ended*

ABSTRACT

Dzahnun Amiliya U. 2021. *Development of E-LKPD Based on Open-Ended to Train Students' Creative Thinking Skills for Class V of Elementary School Volume Cubes and Blocks*. Thesis, Study Program of Primary School Teacher Education, Faculty of Education, University of Trunojoyo Madura. Supervisor I: Rika Wulandari.

The background of this research is the use of conventional teaching materials which are not adapted to the needs of students so that students rarely practice their creative thinking skills. This study uses the ADDIE development research model. This research was conducted at SDN 90 Gresik and the research subjects were 12 students from class V. This research aims to determine the level of validity, practicality, and effectiveness of E-LKPD product based on open-ended to train students' creative thinking skills. The technique of data collection used interviews, questionnaires, and tests. The results showed that 1) the average percentage of the results of the validation of materials, language, and teaching materials was so large 83,33% that it could be concluded that the E-LKPD teaching materials were very valid to be used, 2) the average percentage of the results of student and teacher responses obtained was as large 85,21% as the data so that it can be concluded that the E-LKPD product is very practical and easy to use, 3) That effectiveness is seen from the acuity studied classified, as many as 83.33% of students have classical succeeded and that N-gain data is obtained on average a percentage of 91.66% and on high-profit interpretation is a percentage of 8.33%.

Keywords: *E-LKPD, Creative thinking skills, Open-ended problems*