

Hasunah, Lukluk Atul. 2019. *Pengaruh Model Creative Problem Solving Berbantuan Video Terhadap Kemampuan Literasi Sains dan Keterampilan Berpikir Kreatif* Pada Muatan IPA Tema 9 Subtema 1 Kelas V SDN Bilaporah 1. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Andika Adinanda Siswoyo, S.Pd., M.Pd. Pembimbing II: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRAK

Pembelajaran IPA menitikberatkan pada proses pemecahan masalah melalui pembelajaran yang kreatif. Penelitian ini bertujuan untuk mengetahui pengaruh model *creative problem solving* berbantuan video terhadap kemampuan literasi sains dan keterampilan berpikir kreatif pada muatan IPA tema 9 subtema 1 kelas V UPTD SDN Bilaporah 1. Penelitian ini jenis kuantitatif menggunakan metode eksperimen desain *quasi esperiment* dengan bentuk desain *nonequivalent control group design*. Populasi seluruh siswa kelas V sebanyak 40 siswa dengan teknik sampling *nonprobability sampling* menggunakan sampling jenuh. Instrument yang digunakan yaitu tes kemampuan literasi sains, tes keterampilan berpikir kreatif, dan lembar keterlaksanaan pembelajaran. Pengujian hipotesis menggunakan uji-t dengan hasil tes literasi sains $t_{hitung}=2.333 > t_{tabel}=2.024$ dan tes berpikir kreatif $t_{hitung}=2.988 > t_{tabel}=2.024$, maka H_0 ditolak. Artinya ada perbedaan antara kelas eksperimen dan kelas kontrol. Jika ada perbedaan maka ada pengaruh. Sehingga dapat disimpulkan bahwa kemampuan literasi sains dan keterampilan berpikir kreatif siswa lebih baik menggunakan model pembelajaran *creative problem solving* dibandingkan dengan pembelajaran konvensional.

Kata Kunci: *Model Creative Problem Solving, Kemampuan Literasi Sains, Keterampilan Berpikir Kreatif. Pembelajaran IPA.*

Hasunah, Lukluk Atul. 2019. *The Influence Of Creative Problem Solving Model* of video-assisted on scientific literacy skills and creative thinking skills on science of the theme 9 content sub-themes 1 for grade 5 state elementary school 1 Bilaporah. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I: Andika Adinanda Siswoyo, S.Pd., M.Pd. Advisor II: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

Science learning focuses on the process of problem solving through creative learning. This study aims to determine the effect of video-assisted *creative problem solving* models on scientific literacy skills and creative thinking skills on science of the theme 9 content sub-themes 1 for grade 5 state elementary school 1 Bilaporah. This research is a quantitative type using an experimental method of *quasi experiment* design with a form of *nonequivalent control group design*. Population of fifth grade students are 40 students with *nonprobability sampling* using saturated sampling. The instruments used were tests of scientific literacy skills, creative thinking skills tests, and learning implementation sheets. Hypothesis testing uses the t-test with the results of the scientific literacy test $t_{\text{count}} = 2333 > t_{\text{table}}=2.024$ and creative thinking test $t_{\text{count}} = 2988 > t_{\text{table}}=2.024$ then H_0 is rejected. That is to say, there is a difference between the experimental class and the control class. if there are differences then there is influence. So that it can be science literacy skills and creative thinking skills of students are better using creative problem solving models compared to conventional learning.

Key words: *Creative Problem Solving Model, Scientific Literacy Skills, Creative Thinking Skills, Science Learning (IPA).*