

Abdul Latief. 2025. *Penerapan Model Pembelajaran Gbl Berbantuan Kartu UNO Kimia Unsur Untuk Meningkatkan Kemampuan Berpikir Kritis Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dwi Bagus Rendy Astid Putra.

ABSTRAK

Tujuan Penelitian ini adalah untuk mengetahui perbedaan kemampuan berpikir kritis siswa, peningkatan kemampuan berpikir kritis siswa, keterlaksanaan model pembelajaran *Game-Based Learning* berbantuan kartu UNO kimia unsur, dan respon serta motivasi belajar siswa. Penelitian ini menggunakan metode eksperimen. Populasi penelitian ini adalah siswa kelas VIII SMP Darul Mustofa. Pengambilan sampel menggunakan *Quasi experimental design* dengan teknik *Nonequivalent control group design*. Sampel yang digunakan sebanyak 50 siswa yang terdiri 25 siswa sebagai kelas kontrol dan 25 siswa sebagai kelas eksperimen. Data dikumpulkan menggunakan dengan menggunakan lembar test kemampuan berpikir kritis dan angket respon serta motivasi belajar siswa. Hasil penelitian menunjukkan bahwa: 1) terdapat perbedaan kemampuan berpikir kritis siswa kelas kontrol dan kelas eksperimen, 2) rata-rata N-gain siswa kelas kontrol sebesar 0,21 (rendah) dengan nilai setiap indikator yaitu memberikan penjelasan sederhana 0,29 (rendah), membangun keterampilan dasar 0,09 (rendah), kemampuan menyimpulkan 0,11 (rendah) memberikan penjelasan lanjut 0,13 (rendah), mengatur strategi dan taktik 0,13 (rendah). Hasil kelas eksperimen memperoleh rata-rata N-gain siswa sebesar 0,51 (sedang) dengan nilai setiap indikator yaitu memberikan penjelasan sederhana 0,36 (sedang), membangun keterampilan dasar 0,38 (sedang), kemampuan menyimpulkan 0,32 (sedang) memberikan penjelasan lanjut 0,25 (rendah), mengatur strategi dan taktik 0,37 (sedang), 3) hasil eksperimen keterlaksanaan model pembelajaran *game-based learning* berbantuan kartu UNO kimia unsur memperoleh rata-rata skor 100% (sangat baik), 4) respon siswa memperoleh rata-rata 71% (positif), 5) motivasi belajar siswa memperoleh 75% (termotivasi).

Kata kunci: *game-based learning*, kartu UNO kimia unsur, kemampuan berpikir kritis.

Abdul Latief. 2025. *Application of the Gbl Learning Model Assisted by Elemental Chemistry UNO Cards to Improve Students' Critical Thinking Ability*. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor: Dwi Bagus Rendy Astid Putra.

ABSTRACT

The purpose of this study was to determine the differences in students' critical thinking abilities, the improvement of students' critical thinking abilities, the implementation of the Game-Based Learning model assisted by UNO chemical element cards, and students' responses and learning motivation. This study used an experimental method. The population of this study was grade VIII students of Darul Mustofa Middle School. Sampling used a Quasi-experimental design with a Nonequivalent control group design technique. The sample used was 50 students consisting of 25 students as the control class and 25 students as the experimental class. Data were collected using a critical thinking ability test sheet and a response questionnaire and students' learning motivation. The results showed that: 1) there were differences in the critical thinking abilities of students in the control class and the experimental class, 2) the average N-gain of students in the control class was 0.21 (low) with the value of each indicator, namely providing a simple explanation of 0.29 (low), building basic skills of 0.09 (low), the ability to conclude 0.11 (low) providing further explanations of 0.13 (low), organizing strategies and tactics of 0.13 (low). The results of the experimental class obtained an average student N-gain of 0.51 (moderate) with the value of each indicator, namely providing a simple explanation of 0.36 (moderate), building basic skills of 0.38 (moderate), the ability to conclude 0.32 (moderate), providing further explanations of 0.25 (low), arranging strategies and tactics of 0.37 (moderate), 3) the results of the experiment on the implementation of the game-based learning model assisted by UNO chemical element cards obtained an average score of 100% (very good), 4) student responses obtained an average of 71% (positive), 5) student learning motivation obtained 75% (motivated).

Keywords: *game-based learning, chemical element UNO cards, critical thinking skills.*