

ABSTRAK

Rizka Nurwati Yanuar (1192060084): Pembelajaran Kingdom Plantae Menggunakan Model *Project Based Learning* Berbantu Media *Padlet* terhadap Keterampilan Berpikir Kreatif Siswa

Berpikir kreatif merupakan salah satu keterampilan yang dibutuhkan siswa di abad-21. Penelitian bertujuan untuk mendeskripsikan pengaruh pembelajaran kingdom plantae melalui model *project based learning* (PjBL) berbantu media *Padlet* terhadap keterampilan berpikir kreatif siswa. Metode penelitian yang digunakan adalah eksperimen semu (*Quasi Experimen Design*) dengan bentuk *non-equivalent control group*. Nilai rata-rata N-Gain keterampilan berpikir kreatif pada kelas eksperimen mencapai 0,70 dengan kategori tinggi menunjukkan keberhasilan proses pembelajaran melalui model *project based learning* berbantu *padlet*. Perolehan skor terbaik di kelas eksperimen, yaitu pada indikator *Flexibility* (memberikan macam-macam penafsiran terhadap suatu gambar) dengan nilai N-Gain 0,88. Sedangkan peningkatan keterampilan berpikir kreatif siswa pada kelas kontrol memperoleh nilai rata-rata N-Gain sebesar 0,64 dengan kategori sedang. Penyumbang nilai N-Gain terbesar kelas kontrol yaitu pada indikator *elaboration* (melakukan langkah-langkah terperinci) sebesar 0,80. Hal tersebut menunjukkan kedua kelas memiliki peningkatan keterampilan berpikir kreatif, akan tetapi peningkatan yang lebih besar terdapat pada kelas eksperimen karena penggunaan media *padlet* yang memberikan daya tarik tersendiri bagi siswa. Tahapan pembelajaran tersebut bertujuan untuk meningkatkan ketelitian kegigihan dan pencarian informasi secara mandiri. Hasil uji *Paired Sample T-test* yaitu $0,001 < 0,05$ (H_0 diterima), artinya terdapat pengaruh model pembelajaran *project based learning* berbantu *padlet* untuk meningkatkan keterampilan berpikir kreatif siswa pada kingdom plantae.

Kata kunci: Keterampilan Berpikir Kreatif; Kingdom Plantae; Model PjBL; Padlet

ABSTRACT

Rizka Nurwati Yanuar (1192060084): *Kingdom Plantae Learning Using a Project Based Learning Model Assisted by Media Padlet over Students Creative Thinking Skills*

Creative thinking is one of the skills students need in the 21st century. The research aims to describe the effect of learning kingdom plantae through the project based learning (PjBL) model assisted by Padlet media on students' creative thinking skills. The research method used was a quasi-experimental design with a non-equivalent control group form. The average value of N-Gain creative thinking skills in the experimental class reached 0.70 with the high category indicating the success of the learning process through the padlet-assisted project based learning model. The best score was obtained in the experimental class, namely on the Flexibility indicator (giving various interpretations of an image) with an N-Gain value of 0.88. While the increase in students' creative thinking skills in the control class obtained an average N-Gain value of 0.64 in the medium category. The largest contributor to the N-Gain value for the control class is the elaboration indicator (performing detailed steps) of 0.80. This shows that both classes have an increase in creative thinking skills, but a greater increase is found in the experimental class due to the use of padlet media which provides a special attraction for students. These learning stages aim to increase the accuracy of persistence and search for information independently. The results of the Paired Sample T-test were $0.001 < 0.05$ (H_0 was accepted), meaning that there was an influence of the padlet-assisted project based learning model to improve students' creative thinking skills in kingdom plantae.

Keywords: *Creative Thinking Skills; Kingdom Plantae; Padlet; PjBL model*