

**PENINGKATAN KEMAMPUAN BERPIKIR KREATIF SISWA KELAS X  
11 SMA NEGERI 4 SINGARAJA MELALUI MODEL PEMBELAJARAN  
*PROJECT BASED LEARNING* TIPE *CREATIVE DESIGN PROCESS***

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**ABSTRAK**

Perubahan mode belajar daring ke luring menyebabkan siswa di kelas X 11 SMA Negeri 4 Singaraja sulit beradaptasi dan menyebabkan menurunnya kemampuan berpikir kreatif siswa. Model pembelajaran *Project Based Learning (PjBL)* cocok untuk meningkatkan kemampuan berpikir kreatif siswa karena mengharuskan siswa menciptakan proyek. Salah satu tipe model pembelajaran PjBL adalah *Creative Design Process (CDP)* yang membuat siswa berpikir kreatif dalam merancang proyek. Penelitian ini merupakan penelitian tindakan kelas yang bertujuan untuk meningkatkan kualitas pembelajaran di kelas dan meningkatkan kemampuan berpikir siswa dengan menerapkan model pembelajaran *Project Based Learning* tipe *Creative Design Process*. Penelitian ini dilakukan secara kolaboratif antara peneliti dengan praktisi. Penelitian dilakukan melalui beberapa siklus, satu siklus terdiri atas perencanaan, tindakan, observasi, dan refleksi. Pada siklus I nilai yang diperoleh 3,96 tergolong “tidak kreatif”, pada siklus II nilai yang diperoleh 4,71 tergolong “tidak kreatif”, dan pada siklus III nilai yang diperoleh 8,17 tergolong “kreatif”. Data tanggapan siswa terhadap penerapan model pembelajaran didapatkan sebanyak 87,5% memberi respon sangat positif, sebanyak 8,33% memberi respon positif, sebanyak 4,17% memberi respon cukup positif, dan 0% memberi respon kurang positif maupun sangat kurang positif. Peningkatan kemampuan berpikir kreatif matematika siswa kelas dari siklus I,II, dan III total skor yang diperoleh selalu meningkat. Peningkatan optimal pada siklus III terjadi karena kendala yang mempengaruhi peningkatan kemampuan berpikir kreatif siswa dapat diatasi. Model pembelajaran PjBL tipe CDP mampu meningkatkan kemampuan berpikir kreatif siswa. Tanggapan siswa terhadap penerapan model pembelajaran berada dalam kategori sangat positif dengan rata-rata 64,5.

**Kata Kunci:** *Project Based Learning, Creative Design Process, Kemampuan Berpikir Kreatif.*

**IMPROVING THE CREATIVE THINKING ABILITY OF CLASS X 11 SMA  
NEGERI 4 SINGARAJA THROUGH PROJECT BASED LEARNING  
MODEL CREATIVE DESIGN PROCESS TYPE**

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**ABSTRACT**

*The change from online to offline learning mode makes students in class X 11 of SMA Negeri 4 Singaraja difficult to adapt and impacted on reducing students' creative thinking abilities. The Project Based Learning (PjBL) model is suitable for improving students' creative thinking abilities because requires students to create projects. One type of PjBL learning model is the Creative Design Process (CDP) which makes students think creatively in designing projects. This is classroom action research to improve the quality of learning in class and students' thinking abilities by implementing Creative Design Process type Project Based Learning learning model. This research was carried out collaboratively between researchers and practitioners also through several cycles, each consisting of planning, action, observation and reflection. In cycle I the value obtained was 3.96 classified as "not creative", in cycle II was 4.71 classified as "not creative", and in cycle III was 8.17 classified as "creative". Student responses to the application of the learning model was obtained as many as 87.5% gave very positive responses, 8.33% gave positive responses, 4.17% gave quite positive responses, and 0% gave less positive or very less positive responses. Total score of students' creative mathematical thinking abilities in each cycle always increases. Optimal improvement in cycle because the influencing obstacles affect students' creative thinking abilities were overcome. The CDP type PjBL learning model is able to improve students' creative thinking abilities. Student responses to the application of the learning model are in the very positive category with an average of 64.5*

**Keywords:** *Project Based Learning, Creative Design Process, Creative Thinking Ability*