

**PENGARUH MODEL PEMBELAJARAN *CREATIVE PROBLEM SOLVING* TERHADAP HASIL BELAJAR IPS SISWA
KELAS IV SD GUGUS XI KECAMATAN
BULELENG**

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ABSTRAK

Belum optimalnya hasil belajar IPS siswa kelas IV SD Gugus XI Kecamatan Buleleng menjadi alasan utama dilakukannya penelitian ini. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *Creative Problem Solving* (CPS) berbantuan media *Question Box* terhadap hasil belajar IPS. Jenis penelitian ini yaitu penelitian eksperimen dengan menggunakan rancangan *non equivalent post-test only control group design*. Populasi pada penelitian ini adalah seluruh siswa kelas IV SD di Gugus XI Kecamatan Buleleng yang berjumlah 118 orang. Dari populasi tersebut kemudian diambil sampel dengan teknik random sampling sehingga diperoleh sampel dalam penelitian ini berjumlah 70 siswa. Pengumpulan data dalam penelitian ini dilakukan dengan menggunakan instrumen tes objektif dalam bentuk pilihan ganda. Data yang diperoleh dianalisis menggunakan uji-t. Berdasarkan hasil analisis uji-t diperoleh $t_{hitung} = 2,384$ sedangkan $t_{tabel} = 1,995$ pada taraf signifikan 5 % untuk derajat kebebasan $36 + 34 - 2 = 68$. Berdasarkan kriteria penghitungan karena $t_{hitung} > t_{tabel}$ maka terdapat perbedaan yang signifikan antara kelompok siswa yang dibelajarkan dengan model pembelajaran *Creative Problem Solving* dengan kelompok siswa yang dibelajarkan dengan model konvensional. Dari hasil analisis uji-t tersebut dapat disimpulkan bahwa model pembelajaran *Creative Problem Solving* berpengaruh positif terhadap hasil belajar IPS siswa. Implikasi penelitian ini yaitu model *Creative Problem Solving* berbantuan media *Question Box* sesuai untuk diterapkan, karena model ini dapat melatih siswa untuk berpikir kritis dalam menyelesaikan setiap permasalahan secara kreatif, sehingga tujuan pembelajaran dapat tercapai.

Kata Kunci: Model *Creative Problem Solving*, *Question Box*, Hasil Belajar IPS.

ABSTRACT

Not yet optimal learning outcomes for IPS student in class IV SD Cluater XI Buleleng District are the main reasons for this research. This study aims to analyze the effect of the Creative Problem Solving (CPS) learning model assisted by the Question Box media on social studies learning outcomes. This type of research is experimental research using a non-equivalent post-test only control group design. The population in this study were all grade IV elementary school students in Cluster XI Buleleng District, totaling 118 people. From this population samples were then taken by random sampling technique, so that the samples in this study were 70 students. Data collection in this study was carried out using objective test instruments in the form of multiple choice. The data obtained were analyzed using t-test. Based on the results of the t-test analysis obtained $t_{count} = 2.384$ while $t_{table} = 1.995$ at a significant level of 5% for degrees of freedom $36 + 34 - 2 = 68$. Based on the calculation criteria because $t_{count} > t_{table}$ then H_0 is rejected and H_1 is accepted. The results of the analysis prove that there are significant differences between groups of students who are taught with the Creative Problem Solving learning model and groups of students who are taught with conventional models. From the results of the t-test analysis and the average student learning outcomes it can be concluded that the Creative Problem Solving learning model has a positive effect on students' social studies learning outcomes. The implication of this research is the Creative Problem Solving model assisted media question box is appropriate to apply, because this model can train student to think creatively in solving each problem creatively so that learning objectives can be achieved.

Keywords: *CPS Models, Question Box, Learning Outcomes*

