ABSTRACT

The Development of Work Sheet (LKPD) by Problem Based Learning (PBL) Assisted Comics to Improve Student's Creative Thinking Skill on The Topic Straight Motion

Desrianti Sahida

Based on the observation conducted by the researcher in MAN Sebukar shown that the student's learning outcome still have not reached the KKM. One of the reasons is the teachers have not been able to compose learning materials in accordance with the demands of the curriculum. Learning model by teachers have not been able to guide the students in learning. Therefore, it is necessary to develop learning materials by PBL. This study was aimed to develop learning materials the from LKPD by PBL assisted comics to straight motion subjects with valid, practical, and effective.

Methodology of this study was research and development. The development model used was 4-D model consist of define, design, development, and disseminate. In the define phase, it was done curriculum, student, and material analysis. In the design phase, it was done by designing learning materials the from LKPD assisted comics by PBL comprise learning instructional such as lesson plan (RPP), LKPD, and assessment. In the development phase, it was done test of validity, practicality, and the effectivity of LKPD. Then in the disseminate phase, it was done test of practicalities, and effectiveness. The data about test of validity was obtained trough the validation sheet of LKPD. Data about test of practicality was obtained trough observation sheet of lesson plan accomplishment and the questionnaire responses of teachers and learners. Data about test of effectivity was obtained trough an assessment of knowledge, attitudes, and skills of learners. Then, the data about increase student's creative thinking skill was obtained trough comparison between the creative thinking skill analysis of early and late.

The result of the study in the define phase about curriculum analysis was obtained KI and KD 3.3 and 4.3. The analysis of students was obtained that level of creative thinking skill of students of class X IPA 2 are in the low category. The analysis of material was obtained straight motion. In the design phase, it was obtained initial draft of LKPD by PBL assisted comics that consist of RPP, LKPD, and assessment. In the development phase, it was obtained LKPD by PBL assisted comics which has valid criteria (0,86), practically criteria (94%), and effective for kognitive aspects (76%), effective in improving creative thinking skills (79%) are in the category of very creative, the category character becomes a habit (86%), and skill was (87%). In the disseminate phase, it was obtained effective for kognitive aspects (76,9%), effective in improving creative thinking skills (78,4%) are in the category of very creative, the category character becomes a habit (84%), and skill was (81,9%).

ABSTRAK

Pengembangan Lembar Kerja Peserta Didik (LKPD) Berbasis *Problem Based Learning (PBL)* Berbantuan Komik Untuk Meningkatkan *Creative Thinking Skill* Peserta Didik Pada Materi Gerak Lurus

Desrianti Sahida

Berdasarkan hasil observasi yang dilakukan di MAN Sebukar terlihat hasil belajar peserta didik masih belum mencapai KKM. Salah satu penyebabnya adalah bahan ajar yang digunakan oleh guru belum sesuai dengan tuntutan kurikulum. Model pembelajaran yang diterapkan oleh guru belum mampu membelajarkan peserta didik secara keseluruhan. Oleh karena itu, perlu dikembangkan bahan ajar dengan model *PBL*. Tujuan penelitian ini adalah mengembangkan bahan ajar berupa LKPD berbasis *PBL* berbantuan komik pada materi gerak lurus yang valid, praktis, dan efektif.

Jenis penelitian ini adalah penelitian pengembangan (*research and development*). Model pengembangan yang digunakan adalah model 4-D. Yang terdiri dari tahap pendefinisian (*define*), perancangan (*design*), pengembangan (*development*), dan penyebaran (*disseminate*). Pada tahap pendefinisian dilakukan analisis kurikulum, analisis peserta didik, dan analisis materi. Tahap perancangan dengan merancang bahan ajar berupa LKPD berbasis *PBL* berbantuan komik meliputi pengembangan RPP, LKPD, dan penilaian. Pada tahap pengembangan dilakukan uji validitas, praktikalitas, dan efektifitas. Selanjutnya tahap penyebaran dilakukan uji praktikalitas, dan efektifitas. Data penelitian uji validitas diperoleh lembar validasi. Data uji praktikalitas diperoleh dari lembar observasi keterlaksanaan RPP, angket respon guru, dan angket respon peserta didik. Data uji efektifitas diperoleh dari penilaian kompetensi pengetahuan, sikap, dan keterampilan peserta didik. Selanjutnya, data peningkatan *creative thinking skill* peserta didik diperoleh dari perbandingan antara analisis *creative thinking skill* awal dan akhir.

Hasil penelitian tahap pendefinisian pada analisis kurikulum diperoleh KI dan KD 3.3 dan 4.3. Analisis peserta didik diperoleh bahwa tingkat *creative thinking skill* peserta didik kelas X IPA 2 berada pada kategori rendah. Analisis materi diperoleh materi gerak lurus. Pada tahap perancangan diperoleh rancangan awal LKPD berbasis *PBL* berbantuan komik yang terdiri dari RPP, LKPD, dan penilaian. Pada tahap pengembangan diperoleh LKPD berbasis *PBL* berbantuan komik yang memenuhi kriteria valid (0,86), praktis (94%), efektif pada ranah kognitif (76%), efektif dalam meningkatkan *creative thinking skill* (79%) berada pada kategori sangat kreatif, pada ranah sikap (86%) berada pada kategori sangat baik dan menjadi kebiasaan, dan ranah keterampilan (87%) berada pada kategori sangat baik. Pada tahap penyebaran diperoleh LKPD berbasis *PBL* praktis (96,4%), efektif pada ranah kognitif (76,9%), efektif dalam meningkatkan *creative thinking skill* (78,4%) berada pada kategori sangat kreatif, pada ranah sikap (84%) berada pada kategori sangat baik dan menjadi kebiasaan, dan ranah keterampilan (81,9%) berada pada kategori sangat baik