

## ABSTRAK

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### **“IMPLEMENTASI MODEL *PROBLEM BASED-LEARNING* UNTUK MENINGKATKAN MOTIVASI BELAJAR, KREATIVITAS DAN PENGUASAAN KONSEP BIDANG STUDI MATEMATIKA PECAHAN KELAS 5 DI SDS LENTERA HARAPAN CURUG”**

(xiv + 90 halaman: 6 gambar; 16 tabel; 5 lampiran)

Penelitian ini bertujuan untuk mengetahui implementasi *Problem Based-Learning* pada mata pelajaran Matematika, serta mengetahui peningkatan motivasi belajar, kreativitas dan penguasaan konsep dari hasil belajar siswa melalui penerapan *Problem Based-Learning* pada siswa kelas 5A SDS Lentera Harapan Curug. Subjek penelitian adalah siswa kelas 5A di SDS Lentera Harapan dengan jumlah siswa sebanyak 36 siswa yang terdiri dari 19 siswa perempuan dan 17 siswa laki-laki. Penelitian dilakukan dengan menggunakan model Penelitian Tindakan Kelas yang dilakukan sebanyak tiga siklus, setiap siklus terdiri dari empat tahap yaitu perencanaan, tindakan, observasi dan refleksi. Pengumpulan data dilakukan dengan menggunakan observasi pengamat, hasil tes siswa, dan instrumen tambahan seperti lembar wawancara, lembar motivasi belajar dan lembar kreativitas. Hasil penelitian menunjukkan bahwa *Problem Based Learning* dapat membantu proses pembelajaran Matematika. Tahapan *Problem Based-Learning* membantu siswa untuk memahami permasalahan dalam soal dan mengolahnya untuk mendapat jawaban. Perkembangan terlihat dalam motivasi belajar siswa pada siklus 1 hingga siklus 3 mengalami peningkatan. Kreativitas dan penguasaan konsep dari hasil belajar siswa belum dapat meningkat pada siklus 1 hingga siklus 3 dengan sepenuhnya dikarenakan proses pembelajaran *Problem Based-Learning* baru dipahami dan dilakukan oleh siswa. Peningkatan hasil belajar Matematika terjadi pada hasil sumatif siklus kedua dimana lebih dari 70% jumlah siswa berhasil memenuhi KKM.

*Kata kunci: Problem Based-Learning, Motivasi, Kreativitas, Penguasaan Konsep*

Referensi: 40 (1980 – 2015)

## **ABSTRACT**

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**"IMPLEMENTATION METHOD OF PROBLEM-BASED LEARNING TO IMPROVE MOTIVATION, CREATIVITY AND LEARNING OUTCOMES OF STUDY IN MATH CLASS 5 SDS LENTERA HARAPAN CURUG"**

(xiv + 90 pages: 6 figures; 16 tables; 5 appendixes)

*This study aims to determine the implementation of Problem-Based Learning in Mathematics, as well as determine the increase motivation, creativity and mastery of the concept of student learning outcomes through the implementation of Problem-Based Learning in Class 5A SDS Lentera Harapan Curug. Subjects were students in class 5A in SDS Lentera Harapan by the number of students by 36 students consisting of 19 female students and 17 male students. The study was conducted using a model of classroom action research conducted three cycles, each cycle consisting of four stages: planning, action, observation and reflection. The data collection is done by using observation observer, student test results, and additional instruments such as interview sheets, sheet learning motivation and creativity sheet. The results showed that the Problem Based Learning Math can help the learning process. Stages Problem Based-Learning helps students to understand the issues in the matter and the process to get a response. The development is seen in students' motivation in cycle 1 to cycle 3 to increase. Creativity and mastery of the concept of student learning outcomes have not been able to increase in cycle 1 to cycle 3 with entirely due process of problem-based learning-Learning newly conceived and performed by students. Math learning outcome of the results of the summative second cycle in which more than 70% the number of students successfully meet the KKM.*

*Key Word : Problem Based-Learning, Motivation, Creativity, Mastery of The Concept*

*Reference : 40 (1980 – 2015)*