

ABSTRAK

ASITA SALSABILA. Pengaruh Model Pembelajaran *Creative Problem Solving* Berbasis *Puzzle Maker* Terhadap Hasil Belajar IPAS Siswa Kelas IV di SD IT Al-Fatih Bandar Khalipah Tahun Ajaran 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk mengetahui ada atau tidaknya pengaruh model pembelajaran *Creative Problem Solving* berbasis *Puzzle Maker* terhadap hasil belajar IPAS siswa kelas IV SD IT Al-Fatih. Penelitian ini merupakan penelitian kuantitatif dengan menggunakan metode eksperimen dengan jenis *Pre-Experimental Design* dengan desain *One Group Pretest-Posttest Design*. Dengan populasinya adalah seluruh siswa kelas IV SD IT Al-Fatih Tahun Ajaran 2023/2024 yang berjumlah 46 siswa. Sampel yang digunakan dalam penelitian ini adalah kelas IV Abdullah Bin Mas'ud dengan jumlah 24 siswa. Pengumpulan data yang dilakukan menggunakan teknik tes, wawancara, observasi dan dokumentasi. Pada teknik tes berupa soal pilihan berganda yang terlebih dahulu sudah di uji dan dianalisis dengan uji validitas dan reliabilitas. Teknik analisis data berupa uji hasil belajar dan uji hipotesis dengan uji *Wilcoxon*. Hasil penelitian dalam penelitian ini menunjukkan bahwa terdapat pengaruh yang signifikan pada penerapan model pembelajaran *Creative Problem Solving* berbasis *Puzzle Maker* terhadap hasil belajar IPAS Siswa Kelas IV di SD IT Al-Fatih, dilihat dari hasil analisis dan pembahasan dari data penelitian diperoleh hasil uji hipotesis menggunakan uji *Wilcoxon* dengan *Asymp. Sig (2-tailed)* bernilai 0,00. Karena nilai 0,00 lebih kecil dari $< 0,05$, maka hipotesis nol (H_0) ditolak dan hipotesis alternative (H_a) diterima yang berarti bahwa ada pengaruh Model Pembelajaran *Creative Problem Solving* Berbasis *Puzzle Maker* terhadap hasil belajar IPAS siswa kelas IV di SD IT Al-Fatih Bandar Khalipah T.A 2023/2024.

Kata kunci : Model Pembelajaran *Creative Problem Solving*, *Puzzle Maker*, dan Hasil Belajar

ABSTRACT

ASITA SALSABILA. The Effect of Creative Problem Solving Learning Model Based on Puzzle Maker on IPAS Learning Outcomes of Grade IV Students at SD IT Al-Fatih Bandar Khalipah in the 2023/2024 Academic Year. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

This study aims to determine whether or not there is an effect of the Creative Problem Solving learning model based on Puzzle Maker on the learning outcomes of IPAS fourth grade students of SD IT Al-Fatih. This research is a quantitative study using experimental methods with the type of Pre-Experimental Design with One Group Pretest-Posttest Design design. With the population being all fourth grade students of SD IT Al-Fatih in the 2023/2024 academic year, totaling 46 students. The sample used in this study was class IV Abdullah Bin Mas'ud with 24 students. Data collection was carried out using test techniques, interviews, observation and documentation. In the test technique in the form of multiple choice questions that have first been tested and analyzed by validity and reliability tests. Data analysis techniques in the form of learning outcomes test and hypothesis testing with Wilcoxon test. The results of the research in this study indicate that there is a significant effect on the application of the Puzzle Maker-based Creative Problem Solving learning model on the learning outcomes of IPAS Class IV students at SD IT Al-Fatih, seen from the results of the analysis and discussion of the research data obtained the results of hypothesis testing using the Wilcoxon test with an Asymp.Sig (2-tailed) of 0,00, namely the value of $0.00 < 0.05$, then the null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted, which means that there is an effect of the Creative Problem Solving Learning Model based on Puzzle Maker on the learning outcomes of IPAS fourth grade students at SD IT Al-Fatih Bandar Khalipah T. A 2023/2024. A 2023/2024.

Keywords: Creative Problem Solving Learning Model, Puzzle Maker, and Learning Outcomes.