

## TABLE OF CONTENTS

<b>Table of Contents</b>	<i>i</i>
<b>List of Figure</b>	<i>iii</i>
<b>List of Table</b>	<i>iv</i>
<b>List of Appendices</b>	<i>vi</i>
<b>CHAPTER I INTRODUCTION</b>	
1.1 Background	1
1.2 Problem Identification	5
1.3 Problem Restriction	6
1.4 Problem Formulation	6
1.5 Research Objective	6
1.6 Research Benefit	6
1.7 Operational Definition	7
<b>CHAPTER II LITERATURE</b>	
2.1 The Theoretical Framework	
2.1.1 Learning Mathematics	8
2.1.2 Learning Activity	10
2.1.3 Learning Model	12
2.1.4 Problem Based Learning Model	14
2.1.4.1 Definition of PBL Model	14
2.1.4.2 Characteristics of PBL	16
2.1.4.3 The Steps of PBL	18
2.1.4.4 Learning Theory that Support PBL	19
2.1.5 Scientific Approach	22
2.1.6 PBL with Scientific Approach	23
2.1.7 Creative Thinking Ability	24
2.1.7.1 Definition of CTA	24
2.1.7.2 Indexes of Creative Thinking	27
2.1.8 The Material of Three Dimension of Geometry	29
2.2 Relevant Research	31
2.3 Conceptual Framework	33
2.4 Hypothesis Action	35
<b>CHAPTER III RESEARCH METHOD</b>	
3.1 Type of Research	36
3.2 Research Time and Location	36
3.3 Subject and Object of Research	36
3.4 Procedure of Research	36
3.5 Tool Data Collectors	40
3.6 Data Analysis Technique	44
3.7 Indicator of Success	46

**CHAPTER IV RESEARCH RESULT AND DISCUSSION**

4.1	Description of Result	47
4.1.1	Initial Study	47
4.1.2	Study of Cycle 1	51
	4.1.2.1 Problem 1	51
	4.1.2.2 Action Plan 1	51
	4.1.2.3 Action Implementation 1	51
	4.1.2.4 Observation and Evaluation Cycle 1	52
	4.1.2.5 Reflection 1	63
4.1.3	Study of Cycle 2	66
	4.1.3.1 Problem 2	67
	4.1.3.2 Action Plan 2	67
	4.1.3.3 Action Implementation 2	67
	4.1.3.4 Observation and Evaluation Cycle 2	68
	4.1.3.4 Reflection 2	78
4.2	Discussion	80
4.3	Research Finding	90

**CHAPTER V CONCLUSSIONS AND SUGGESTION**

5.1	Conclusion	92
5.2	Suggestions	93