

DEVELOPMENT OF LESSON LEARNT BASED ON INVESTIGATION BASED MULTIPLE REPRESENTATION (IBMR) MODEL TO INCREASE STUDENT'S ABILITY OF SENIOR HIGH SCHOOL IN PROBLEM SOLVING, LOGIC THINKING, AND CREATIVE THINKING

by Yusman Wiyatmo, Subroto, dan Pujiyanto

ABSTRACT

This research is aimed to: 1) produce lesson learnt (lesson plan, worksheet, and handout) based on IBMR model which feasible to increase student's ability in problem solving, logic thinking, and creative thinking; 2) determine the increasing of student's ability in problem solving; 3) determine the increasing of student's ability in logic thinking, and 4) determine the increasing of student's ability in creative thinking.

The research design is 4D model which consists of four steps: Define, Design, Develop, and Disseminate. The instruments which developed consists of lesson plan, worksheet, handout, and test of student's ability in problem solving, logic thinking, and creative thinking. The instruments validated by two validators (expert and practitioner). The validation of lesson learnt product analyzed using SBI. Validation of test of student's ability in problem solving, logic thinking, and creative thinking conducted by determine of CVR, CVI, and percentage of agreement (PA). Data of increasing student's ability in problem solving, logic thinking, and creative thinking analyzed using gain standard.

The conclusions: 1) It have been produced produce lesson learnt (lesson plan, worksheet, and handout) based on IBMR model which feasible to increase student's ability in problem solving, logic thinking, and creative thinking; 2) the increasing of student's ability in problem solving is showed by gain standard 0.72 (high); 3) the increasing of student's ability in logic thinking is showed by gain standard 0.51 (medium), and 4) the increasing of student's ability in creative thinking is showed by gain standard 0.43 (medium)

Kata Kunci: *multiple representation, problem solving, logic thinking, and creative thinking*