

## ABSTRAK

**LIA AMELIA:** “Pengaruh Pendekatan *Science-Technology-Religion-Engineering-Arts-Mathematics* (STREAM) Terhadap Keterampilan Berpikir Kreatif Siswa Pada Materi Daur Ulang Limbah”

Tuntutan keterampilan abad 21 mendorong pendidik untuk mengimplementasikan pembelajaran yang menunjang pengembangan berpikir kreatif siswa. Penelitian ini bertujuan untuk menganalisis pengaruh pendekatan STREAM terhadap keterampilan berpikir kreatif siswa. Metode yang digunakan adalah *Quasi Eksperiment* dengan desain *non-equivalent control group*. Instrumen penelitian meliputi: lembar observasi keterlaksanaan, soal tes, rubrik beserta lembar observasi asesmen kinerja produk, dan angket respon siswa. Sampel dipilih melalui *purposive sampling* terdiri dari 30 orang siswa kelas eksperimen dan 30 orang siswa kelas kontrol di salah satu MAN di kabupaten Subang. Hasil penelitian ini menunjukkan bahwa keterlaksanaan guru dan siswa diperoleh nilai persentase 98,4% dan nilai persentase 94,7% (sangat baik). Peningkatan keterampilan berpikir kreatif siswa kelas eksperimen dan kontrol diperoleh nilai *N-gain* 0,69 dan 0,51 (sedang). Asesmen kinerja terhadap produk mikroorganisme lokal (MOL) kelas eksperimen sebesar 43% (sangat baik dan cukup) sedangkan kelas kontrol sebesar 86% (cukup). Respon siswa terhadap pembelajaran dengan pendekatan STREAM tergolong dalam kategori baik dengan persentase 83,75%. Hasil uji statistik diperoleh  $\text{sig} (0,005) < (0,05)$ . Dapat disimpulkan terdapat pengaruh yang signifikan pendekatan STREAM terhadap keterampilan berpikir kreatif siswa.

**Kata Kunci:** Keterampilan berpikir kreatif, daur ulang limbah, STREAM

## **ABSTRACT**

**LIA AMELIA:** *"The Effect of Science-Technology-Religion-Engineering-Arts-Mathematics (STREAM) Approach on Students' Creative Thinking Skills on Waste Recycling Materials"*

*The demands of 21st century skills encourage educators to implement learning that supports the development of students' creative thinking. This study aims to analyze the effect of the STREAM approach on students' creative thinking skills. The method used is Quasi-Experimental with a non-equivalent control group design. Research instruments include: implementation observation sheets, brief descriptions using creative thinking indicators, rubrics along with product performance assessment observation sheets, and student response questionnaires. The sample was selected through purposive sampling consisting of 30 experimental class students and 30 control class students at one of the MAN in Subang district. The results of this study showed that the implementation of teachers and students obtained a percentage score of 98.4% and a percentage value of 94.7% (very good). Improvement of creative thinking skills of students of experimental and control classes obtained N-gain values of 0.69 and 0.51 (medium). The performance assessment of the experimental class's local microorganism (MOL) products was 43% (very good and sufficient) while the control class was 86% (sufficient). Students' response to learning with the STREAM approach is classified as good with a percentage of 83.75%. The results of the statistical test obtained  $\text{sig} (0.005) < (0.05)$ . It can be concluded that there is a significant influence of the STREAM approach to students' creative thinking skills.*

**Keywords:** *Creative thinking skills, waste recycling, STREAM*