ABSTRAK

IHYA SALSABILA: "Pengaruh Pendekatan Pembelajaran *Science-Technology-Religion-Engineering-Arts-Mathematics* (STREAM) Berbantu Media Interaktif Terhadap Keterampilan Berpikir Kritis pada Materi Sistem Imun".

Keterampilan berpikir kritis (KBKr) merupakan kompetensi yang harus dimiliki oleh peserta didik dalam menghadapi tantangan abad-21. Penelitian ini bertujuan untuk menganalisis pengaruh pendekatan pembelajaran STREAM berbantu media interaktif terhadap KBKr siswa pada materi sistem imun. Metode yang digunakan adalah *mixed method* desain *embedded*. Perangkat penelitian berupa *task* kinerja siswa dengan instrumen penelitian; lembar observasi keterlaksanaan guru (mahasiswa peneliti) dan siswa, soal *essay* dengan indikator KBKr, lembar asesmen kinerja produk dan angket kendala siswa. Penentuan sampel menggunakan teknik *purposive sampling* terdiri dari 30 siswa kelas eksperimen dan 30 siswa kelas reguler dari salah satu MA di Kabupaten sintang, Kalimantan Barat. Aktivitas keterlaksanaan siswa dan guru secara keseluruhan memperoleh kriteria sangat baik. Peningkatan KBKr siswa dari kelas eksperimen berkriteria sedang dengan perolehan sebesar 0,58. Kelas reguler berkriteria rendah dengan perolehan sebesar 0,29. Hasil uji hipotesis menunjukkan t_{hitung}=15,74 > t_{tabel}=1,67 pada taraf signifikansi 0,05 (H_1 Diterima), artinya pendekatan STREAM melalui langkah PDBU (pikir-desain-buat-uji) berbantu media interaktif membuat siswa secara aktif berpikir kritis selama pembelajaran. Hasil asesmen kinerja produk kelas eksperimen menunjukkan kriteria penilaian yang diperoleh lebih baik dibandingkan dengan kelas reguler. Kendala yang dialami siswa selama pembuatan produk sebagian besar dialami oleh kelas reguler. Berdasarkan hasil penelitian, dapat disimpulkan bahwa pendekatan pembelajaran STREAM berbantu media interaktif berpengaruh signifikan terhadap KBKr siswa pada materi sistem imun.

Kata Kunci: Media Interaktif, KBKr, Sistem Imun, STREAM.

ABSTRACT

IHYA SALSABILA: *"The Effect of Learning Approach Science-Technology-Religion-Engineering-Arts-Mathematics (STREAM) Assisted by Interactive Media on Critical Thinking Skills on Immune System Materials"*.

Critical thinking skills (KBKr) are competencies that students must possess when facing the challenges of the 21st century. This study aims to analyze effect of the STREAM learning approach assisted by interactive media on students KBKr on immune system chapter. Embedded design mixed method research. The research tools are student performance tasks with research instruments which include; the implementation sheet for students and teachers (research students) activities, essay questions with KBKr indicators, performance assessment sheets for ginger herbal products, and student constraint questionnaires. Determination of the sample using purposive sampling technique consisted of 30 students each in experimental and regular class from one of MA in Sintang Regency, West Kalimantan. The implementation activities of students and teachers (research students) achieved excellent criteria. Enhancement of the experimental class has moderate criteria with 0,58 n-gain value, while the regular class has low criteria with 0,29 n-gain value. The results of the hypothesis test show $t_{count} = 15.74 > t_{table} = 1.67$ at a significance level of 0.05 (H_1 Accepted), meaning that the STREAM approach through the PDBU (think-design-create-test) step assisted by interactive media makes students actively think critically during learning. The results of the experimental class product assessment showed that criteria obtained were better than the control class. Most of the problems experienced by students during product were experienced by control class. Based on the results, it can be concluded that the STREAM learning approach assisted by interactive media has a significant effect on student KBKr on material immune system.

Keywords: *Critical Thinking Skills (KBKr), Immune System, Interactive Media, STREAM.*