

ABSTRAK

Putri, Laura Marsya Mentari. 2024. Pengaruh Model *Project Based Learning* Menggunakan Pendekatan STEAM Terhadap Kemampuan Numerasi Peserta Didik Kelas 2 SDN Kalisalam 2 Probolinggo. Skripsi, Program Studi PGSD, FKIP, Universitas Panca Marga Probolinggo. Pembimbing : (1) Didit Yulian Kasdriyanto, S.Pd., M.Pd., (2) Ryzca Siti Qomariyah, S.Pd., M.Pd.

Kata Kunci : *Project Based Learning*, STEAM, Numerasi

Data di SDN Kalisalam 2 menunjukkan bahwa dari 21 siswa, hasil belajar siswa sejumlah 16 siswa dengan persentase 75% diketahui hasil belajar matematika belum tuntas mencapai hasil nilai KKTP (Kriteria Ketercapaian Tujuan Pembelajaran) yakni 70. Oleh karena itu, berdasarkan data, dapat disimpulkan bahwa tingkat pencapaian belajar siswa masih dianggap rendah. Dari sinilah peneliti tertarik untuk mengadakan penelitian Pengaruh Model *Project Based Learning* Menggunakan Pendekatan STEAM Terhadap Kemampuan Numerasi Peserta Didik Kelas 2 SDN Kalisalam 2 Probolinggo. Berdasarkan uraian latar belakang masalah, dirumuskan permasalahan penelitian sebagai berikut: 1) Adakah pengaruh model *Project Based Learning* menggunakan pendekatan STEAM terhadap kemampuan numerasi peserta didik kelas 2.

Pada penelitian ini, peneliti menggunakan penelitian kuantitatif dengan desain *pre-experimental one group pretest-posttest*. *Purposive sampling* digunakan untuk menentukan sampel kelas yang dijadikan subyek penelitian dengan analisis menggunakan pengujian hipotesis menggunakan uji "T" yang memperhatikan beberapa uji prasyarat, yaitu normalitas data, dan homogenitas.

Dari data yang dipaparkan, dinyatakan bahwa Uji – T berpasangan (*paired sample t test*) menghasilkan nilai Sig. (*2-tailed*) sebesar 0.000. Dengan demikian, disimpulkan bahwa model *project based learning* menggunakan pendekatan STEAM berpengaruh secara signifikan terhadap kemampuan numerasi siswa di SDN Kalisalam 2.

Berdasarkan hasil temuan di atas dapat peneliti sarankan kepada guru terkait supaya model pembelajaran ini bisa menjadi pilihan yang beragam dalam model pembelajaran selama kegiatan pembelajaran.

ABSTRACT

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Keywords : Project Based Learning, STEAM, Numerasi

Data at SDN Kalisalam 2 shows that out of 21 students, the learning outcomes of 16 students with a percentage of 75% are known to have mathematics learning outcomes that have not fully achieved the KKTP (Criteria for Achievement of Learning Objectives) value of 70. Therefore, based on the data, it can be concluded that the level of student learning achievement is still considered low. From here, the researcher is interested in conducting research on the Effect of the Project Based Learning Model Using the STEAM Approach on the Numeracy Ability of Grade 2 Students of SDN Kalisalam 2 Probolinggo. Based on the description of the background of the problem, the research problems are formulated as follows: 1) Is there an effect of the Project Based Learning model using the STEAM approach on the numeracy skills of grade 2 students.

In this study, researchers use quantitative research with a pre-experimental one group pretest-posttest design. Purposive sampling was used to determine the class samples that were used as research subjects with analysis using hypothesis testing using the "T" test which paid attention to several prerequisite tests, namely data normality, and homogeneity.

From the data presented, it is stated that the paired sample t test produces a Sig. (2-tailed) of 0.000. Thus, it is concluded that the project-based learning model using the STEAM approach has a significant effect on students' numeracy skills at SDN Kalisalam 2.

Based on the findings above, researchers can suggest to related teachers so that this learning model can be a diverse choice in learning models during learning activities.