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PENGARUH MODEL *PROBLEM SOLVING* BERBANTUAN *DICE BOARD GETS SMART* TERHADAP PEMECAHAN MASALAH SISWA

ABSTRAK

Permasalahan yang dihadapi dalam penelitian ini adalah masih rendahnya kemampuan siswa dalam menyelesaikan soal-soal matematika berbasis HOTS yang memuat indikator pemecahan masalah. Berdasarkan hasil studi pendahuluan, siswa di SDN Sidomulyo 04 menunjukkan kesulitan dalam memahami langkah-langkah penyelesaian soal karena kurangnya pemahaman terhadap strategi pemecahan masalah. Hal ini mengindikasikan bahwa kemampuan mereka dalam mencari dan menentukan solusi belum terasah secara optimal. Kesulitan ini diperkuat oleh hasil observasi peneliti selama proses pembelajaran, yang menunjukkan bahwa siswa belum terbiasa menerapkan pola pikir kritis dan sistematis dalam menyelesaikan permasalahan matematika. Penelitian ini bertujuan untuk mengkaji pengaruh model pembelajaran *Problem Solving* berbantuan media *Dice Board Gets Smart* terhadap pemecahan masalah siswa. Masalah yang dihadapi adalah rendahnya kemampuan pemecahan masalah siswa dalam proses pembelajaran. Penelitian ini menggunakan pendekatan kuantitatif dengan populasi seluruh siswa SD Sidomulyo 04, sedangkan sampelnya adalah siswa kelas IIIA dan IIIB SD Sidomulyo 04. Hasil penelitian menunjukkan: (1) Terdapat perbedaan yang signifikan antara kelas eksperimen yang menggunakan model pembelajaran *Problem Solving* berbantuan media *Dice Board Gets Smart* dan kelas kontrol yang menggunakan model *Problem Solving* tanpa media *Dice Board Gets Smart*, dengan nilai signifikansi $0,012 < 0,05$ berdasarkan uji independent t_{test} . (2) Terdapat pengaruh model pembelajaran *Problem Solving* berbantuan media *Dice Board Gets Smart* terhadap kemampuan pemecahan masalah siswa, dengan nilai signifikansi $0,001 < 0,05$ berdasarkan uji regresi. Kesimpulannya adalah model pembelajaran *Problem Solving* berbantuan media *Dice Board Gets Smart* efektif dalam meningkatkan pemecahan masalah.

Kata Kunci: *Problem Solving, Pemecahan Masalah, Dice Board Gets Smart*

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**THE EFFECT OF THE PROBLEM SOLVING MODEL USING DICE
BOARD GETS SMART ON STUDENTS' PROBLEM SOLVING**

ABSTRACT

The problem addressed in this study is the low ability of students to solve mathematics problems based on Higher Order Thinking Skills (HOTS) that involve Problem-Solving indicators. Based on a preliminary study, students at SDN Sidomulyo 04 showed difficulties in understanding the steps to solve problems due to a lack of understanding of Problem-Solving strategies. This indicates that their ability to identify and determine solutions has not been optimally developed. These difficulties are further supported by the researcher's observations during the learning process, which revealed that students are not yet accustomed to applying critical and systematic thinking in solving mathematical problems. This study aims to examine the effect of the Problem-Solving learning model assisted by the Dice Board Gets Smart media on students' Problem-Solving abilities. The main issue is the low Problem-Solving ability of students during the learning process. This research uses a quantitative approach with the population being all students at SDN Sidomulyo 04, while the sample consists of students from classes IIIA and IIIB. The results of the study show that: (1) There is a significant difference between the experimental class using the Problem-Solving model assisted by Dice Board Gets Smart media and the control class using the Problem-Solving model without the media, with a significance value of $0.012 < 0.05$ based on the independent t_{test} . (2) There is an influence of the Problem-Solving learning model assisted by Dice Board Gets Smart media on students' Problem-Solving abilities, with a significance value of $0.001 < 0.05$ based on the regression test. In conclusion, the Problem-Solving learning model assisted by the Dice Board Gets Smart media is effective in improving students' Problem-Solving skills.

Keywords: *Problem Solving, Solution to Problem, Dice Board Gets Smart*