

Development Instruction Based on STEAM (Science, Technology, Engineering, Art, Mathematics) to Grow Thinking Skill of Junior High School Students.

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ABSTRACT

Abstract. ThisThe challenges in the world of education are getting bigger in efforts to improve quality superior human resources. This is in line with the challenges of the industrial revolution 4.0 namely the need to change the way of learning, thinking patterns and ways of acting of students in developing innovation in various fields. Education in the 21st century needs to be oriented on mastering 21st century skills that develop supporting skills competition in today's developing global and digital world. This research aims to determine the feasibility of STEAM-based science learning tools developed for the thinking skills of junior high school students. This research uses the Research and Development (R&D) method referring to the model 4D (Define, Design, Development and Dissemination). The learning tools developed received a very good category in lesson plan and worksheets.

Kata Kunci: *STEAM, Thinking Skill*