Effectiveness of Blended Learning Model GAWI SABUMI on Civic Education to Improve High Order Thinking Skills Of Elementary School Students
We Need Young Generation Who Has Skills:

- Critical Thinking
- Creativity
- Problem Solving
- Analytical Thinking
- Collaboration
- Negotiation
Blended Learning Model

Group Analysis, Work Together, Inform,
Solve the problem on outdoor,
Actualization of solution, Battle games
Unity on role play, Manage conclusion and Invent the creation
This blended learning model can improve:

**HIGH ORDER THINKING SKILLS:**

problem solving, critical thinking, creativity, collaboration, negotiation, analytical thinking
Students will collect their friends in the group. Activity started with the teacher distributing number cards with different problems, the cards were given in the Whats App application group in the form of pictures.
the teacher will provide more specific learning content to explore environmental issues associated with the South Kalimantan area. Students will be asked to analyze what will happen if the problem is left alone. Then students and groups will discuss the best solution to the problem being discussed.
Student will do the duty on the group. Then students and groups will discuss the best solution to the problem being discussed. Furthermore, students will be directed to analyze what will happen if the solution is applied.
Inform

Students will work together to identify each item of question related to trying / gathering information.
Solve the Problem

Students will be directed to carry out physical activities that will train students to test the results of reasoning about the solutions given with friends in the group. Physical activity consists of exploring things that can be found in the child's environment.

Actualization of Solution

The group will investigate critically, systematically, and logically so that they can formulate their own findings confidently. The teacher will provide an explanation through the Google Meet or Zoom Meeting application so that all students can listen to detailed directions from the teacher.
Battle Games

The game is designed to be flexible, not bound by rules. The game is intended to provide fun activities for students even though they are studying online at home. The game is designed to give students the opportunity to interact with each other, either by using the WhatsApp, Google Meet or Zoom Meeting applications.
This activity is filled with illustrating events related to subject matter that involve students as the main actors in it. The delivery of illustrations is carried out in the form of a story as well as provoking enthusiasm of students in practical activities through movements and words.
students are given the opportunity to provide arguments about the conclusions that have been obtained during the learning process
Invent the Creation

Student will be delivered to do project related with the topic.

Student projects involve the environment as a source of equipment. Students will collect a variety of objects that can be used to create a teacher led project.
METHOD

Research and Development (R&D) with the Four-D model

definition, design, development, dissemination

45 persons on experiment class
45 persons on control class

Collecting data

Observation

to know the effectiveness of implementation blended learning model, the improvement of Ecological awareness, Critical Thinking, Problem Solving, Independence, Collaboration, Negotiation and Communication

Test

to know the improvement of critical thinking and problem-solving skills

Documentation

to collect every document along with the implementation of this model

Interview

to know the effectiveness of this model from the teacher and student side

Questionnaire

to know the effectiveness of the implementation of a blended learning model ANTASARI to improve soft and social skills

Data analysis used Quantitative with pretest and post test design, Qualitative with the Interactive Model from Miles and Huberman
# VALIDATION RESULT FROM EXPERTS

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<tr>
<th>No.</th>
<th>Validator</th>
<th>Score</th>
<th>Percentage</th>
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<td>Learning model</td>
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<td>94.75%</td>
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<td>2</td>
<td>High Order Thinking Skills Improvement</td>
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<td><strong>Average</strong></td>
<td><strong>3.62</strong></td>
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N-GAIN ON STUDENT’S HIGH CRITERIA OF FINAL TRIAL IN FIVE MEETINGS ON EXPERIMENT CLASS

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<tr>
<th>Result</th>
<th>Meet 1</th>
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Thank You