

ABSTRACT

MUHAMMAD SYAFIQ HILMIE. 2025. ***THE EFFECT OF GAME BASED LEARNING OPEN THE BOX BASED ON LESSON STUDY FOR CRITICAL THINKING SKILLS AND STUDENTS' LEARNING OUTCOMES (Experimental Study in Class X of SMA Negeri 1 Singaparna, Academic Year 2024/2025).*** Department of Biology Education. Faculty of Teacher Training and Education. Siliwangi University. Tasikmalaya.

This study aims to determine the effect of the game based learning open the box based on lesson study for critical thinking skills and learning outcomes of students in class X of SMA Negeri 1 Singaparna in the academic year 2024/2025. The method used is quasi-experimental. This research was conducted at SMA Negeri 1 Singaparna in the academic year 2024/2025 with the population being all class X consisting of 12 classes with a total of 465 students. The sample was taken based on purposive sampling technique so that class X-8 was selected as the experimental class and X-7 as the control class. The method's implementation was guided by a lesson study cycle for continuous improvement. The data collection technique was carried out using a critical thinking skills test of 14 essay questions and a learning outcome ability test of 30 multiple choice questions. Hypothesis testing used the ancova test and showed a significance value of 0.005 for critical thinking skills and 0.000 for learning outcomes, where the significance value is less than 0.05 meaning that H_0 is rejected. In conclusion, the use of the game based learning open the box method based on lesson study has a significant influence on improving students' critical thinking skills and learning outcomes

Keywords: *Critical Thinking, Game Based Learning, Learning Outcomes, Lesson Study, Open the Box.*