ABSTRAK

MU'THIA KHAIRANI. 2026. **PENGARUH MODEL *CREATIVE PROBLEM SOLVING* BERBASIS *SOCIOSCIENTIFIC ISSUES* TERHADAP LITERASI SAINS DAN KETERAMPILAN PEMECAHAN MASALAH PADA MATERI VIRUS (Studi Eksperimen di Kelas X SMA Negeri 1 Manonjaya Tahun Ajaran 2025/2026).** Jurusan Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Literasi sains dan keterampilan pemecahan masalah merupakan kemampuan yang perlu dimiliki di abad 21. Namun pada praktiknya, kedua keterampilan tersebut belum secara optimal dikembangkan dalam proses pembelajaran. Penelitian ini bertujuan untuk mengetahui apakah terdapat pengaruh model pembelajaran *creative problem solving* berbasis s*ocioscientific issues* terhadap literasi sains dan keterampilan pemecahan masalah pada materi virus di kelas X SMAN 1 Manonjaya tahun ajaran 2025/2026. Populasi penelitian mencakup seluruh kelas X SMA Negeri 1 Manonjaya sebanyak 12 kelas dengan jumlah 490 peserta didik. Sampel diambil menggunakan teknik *purposive sampling,* sebanyak 2 kelas yaitu kelas X-8 sebagai kelas eksperimen dan kelas X-7 sebagai kelas kontrol, dengan jumlah masing-masing 35 peserta didik. Instrumen literasi sains yang digunakan sebanyak 30 soal pilihan majemuk dan instrumen keterampilan pemecahan masalah sebanyak 10 soal uraian. Uji hipotesis menggunakan *Quade Rank Analysis Of Covariance* dengan signifikansi $\alpha = 0{,}05$. Hasil pengujian hipotesis diperoleh bahwa nilai signifikansi literasi sains dan keterampilan pemecahan masalah sebesar 0,012 dan 0,000, artinya keduanya < 0,05. Dengan demikian dapat disimpulkan bahwa terdapat pengaruh model *creative problem solving* berbasis *socioscientific issues* terhadap literasi sains dan keterampilan pemecahan masalah pada materi virus. Implikasi dari temuan ini yaitu model *creative problem solving* berbasis *socioscientific issues* dapat berpotensi meningkatkan literasi sains dan keterampilan pemecahan masalah, khususnya pada materi virus.

Kata kunci: *creative problem solving*, *socioscientific issues*, literasi sains, keterampilan pemecahan masalah.

ABSTRACT

MU'THIA KHAIRANI. 2026. ***THE EFFECT OF THE CREATIVE PROBLEM SOLVING MODEL BASED ON SOCIOSCIENTIFIC ISSUES ON SCIENTIFIC LITERACY AND PROBLEM-SOLVING SKILLS IN VIRUS MATERIAL (An Experimental Study in Class X of SMA Negeri 1 Manonjaya, Academic Year 2025/2026).*** *Department of Biology Education, Faculty of Teacher Training and Education, Universitas Siliwangi, Tasikmalaya.*

Science literacy and problem-solving skills are essential competencies in the 21st century. However, in practice, these skills have not been optimally developed in the learning process. This study aims to determine whether the creative problem-solving learning model based on socioscientific issues affects science literacy and problem-solving skills in the topic of viruses for tenth-grade students at SMAN 1 Manonjaya in the 2025/2026 academic year. The population of the study included all tenth-grade classes at SMAN 1 Manonjaya, totaling 12 classes with 490 students. The sample was selected using purposive sampling, consisting of two classes: class X-8 as the experimental group and class X-7 as the control group, with 35 students each. The science literacy instrument comprised 30 multiple-choice questions, while the problem-solving skills instrument included 10 essay questions. Hypothesis testing was conducted using the Quade Rank Analysis of Covariance with a significance level of $\alpha = 0.05$. The results of the hypothesis test showed significance values of 0.012 for science literacy and 0.000 for problem-solving skills, both less than 0.05. Therefore, it can be concluded that the creative problem-solving learning model based on socioscientific issues has an effect on science literacy and problem-solving skills in the topic of viruses. The implication of this finding is that this model has the potential to enhance science literacy and problem-solving skills, particularly in the study of viruses.

Keywords: *creative problem solving, socioscientific issues, scientific literacy, problem-solving skills.*