PENERAPAN LKPD DIGITAL BERBANTUAN APLIKASI WIZER.ME DALAM PEMBELAJARAN MENULIS TEKS NEGOSIASI BERORIENTASI BERPIKIR KRITIS MELALUI *PROBLEM BASED LEARNING* PADA FASE E DI SMA PGRI 1 BANDUNG

ABSTRAK

This study was motivated by the low ability of students in writing and the difficulty of students in writing, especially on the negotiation text writing material. As for one of the factors that cause is difficult for students to determine the first word besides that students are also less able to pour their ideas. As well as the lack of innovative and creative use of interactive LKPD by educators. One of the Digital Interactive LKPD that can be used is Wizer.me can be used as an alternative to be used in learning to write negotiation texts. The purpose of this study is to determine the ability of students in writing negotiation texts with the application of Digital LKPD using Problem Based Learning model. The orientation of this study is to focus on critical thinking skills. The results of this study will discuss the data that the authors have collected from the subject and object of research, the results of data processing, as well as data processing analysis. The author has compiled the results of this study after conducting research on students of Class X SMA PGRI 1 Bandung, including Class X-4 as an experimental class and Class X-2 as a control class. The average result of experimental class Prates sebsesar 54 which then increased the average result of pascates to 94. While the average result of control class prates of 70 which increased the average result of pascates of 90. Judging from the average value data that the authors have found, it can be concluded that the experimental class students are better able to write negotiation texts with the application of Digital LKPD Wizer.me problem based learning model. In addition, through the use of Digital LKPD through problem-based learning learning model can also improve the critical thinking skills of students with an assessment that produces category a (very good) in the experimental class.

Keywords: *Writing, Problem Based Learning, Negotiation Text, Wizer.me,.*