

DAFTAR PUSTAKA

- Adriyawati, Utomo, E., Rahmawati, Y., & Mardiah, A. (2020). Steam-project-based learning integration to improve elementary school students' scientific literacy on alternative energy learning. *Universal Journal of Educational Research*, 8(5), 1863–1873. <https://doi.org/10.13189/ujer.2020.080523>
- Arikunto, S. (2010). *Prosedur Penelitian Suatu pendekatan Praktek*. Rineka Cipta.
- Astawan, I. G., Sudana, D. N., Kusmaryatni, N., & Japa, I. G. N. (2019). The STEAM integrated panca pramana model in learning elementary school science in the industrial revolution era 4.0. *International Journal of Innovation, Creativity and Change*, 5(5), 26–39.
- Barnes, J., FakhrHosseini, M. S., Vasey, E., Duford, Z., & Jeon, M. (2017). Robot theater with children for STEAM education. *Proceedings of the Human Factors and Ergonomics Society*, 2017–Octob(Figure 1), 875–879. <https://doi.org/10.1177/1541931213601511>
- Barnes, J., Fakhrhosseini, S. M., Vasey, E., Park, C. H., & Jeon, M. (2020). Child-Robot Theater: Engaging Elementary Students in Informal STEAM Education Using Robots. *IEEE Pervasive Computing*, 19(1), 22–31. <https://doi.org/10.1109/MPRV.2019.2940181>
- Bush, S. B., & Cook, K. L. (2019). Structuring STEAM Inquiries: Lessons Learned from Practice. *STEAM Education*, 19–35. https://doi.org/10.1007/978-3-030-04003-1_2
- Bush, S. B., Cook, K. L., Edelen, D., & Cox, R. (2020). Elementary Students' STEAM Perceptions. *The Elementary School Journal*, 120(4), 692–714. <https://doi.org/10.1086/708642>
- Choi, Y., & Hong, S.-H. (2015). Steam 수업이 초등과학 영재에게 미치는 효과. 209, 194–209.
- Collins, R. (2014). Skills for the 21st Century: teaching higher-order thinking. *Curriculum & Leadership Journal*, 12(14). http://www.curriculum.edu.au/leader/teaching_higher_order_thinking,37431.html?issueI
- Conklin, W. (2012). *Higher Order Thinking Skills to Develop 21st Century Learners*. Shell Education. https://books.google.co.id/books?hl=id&lr=&id=rfLYAAAAQBAJ&oi=fnd&pg=PA7&dq=higher+order+thinking+skills&ots=M9gZPb7Gpb&sig=WqN6pSeJC8G7kJTmBtAhMRB2LUw&redir_esc=y#v=onepage&q=higher+order+thinking+skills&f=false
- Conradty, C., & Bogner, F. X. (2019). From STEM to STEAM: Cracking the

- Code? How Creativity & Motivation Interacts with Inquiry-based Learning. *Creativity Research Journal*, 31(3), 284–295.
<https://doi.org/10.1080/10400419.2019.1641678>
- Cook, K. L., & Bush, S. B. (2018). Design thinking in integrated STEAM learning: Surveying the landscape and exploring exemplars in elementary grades. *School Science and Mathematics*, 118(3–4), 93–103.
<https://doi.org/10.1111/ssm.12268>
- Das, M. (2020). Taking a bandsaw to 1st grade: Transforming elementary school through hands-on STEAM education (evaluation). *ASEE Annual Conference and Exposition, Conference Proceedings*, 2020–June.
- Djajadi, M., & Makassar, U. M. (2020). *Filsafat sains* (Issue April 2019).
- Dono, J., Webb, J., & Richardson, B. (2010). The relationship between environmental activism, pro-environmental behaviour and social identity. *Journal of Environmental Psychology*, 30(2), 178–186.
<https://doi.org/10.1016/j.jenvp.2009.11.006>
- Duban, N., Aydogdu, B., & Kolsuz, S. (2017). STEAM implementations for Elementary School Students in Turkey. *Peer-Assisted Learning*, 3(2), 121.
- Farwati, R., Permanasari, A., Firman, H., & Suhery, T. (2018). Integrasi Problem Based Learning dalam STEM education berorientasi pada aktualisasi literasi lingkungan dan kreativitas. *Seminar Nasional Pendidikan IPA*, 1(1), 198–206.
- Felix, J. (2012). *SEJARAH SENI RUPA*. 3(9), 614–621.
- Gross, K., & Gross, S. (2016). TRANSFORMATION: Constructivism, Design Thinking, and Elementary STEAM. *Art Education*, 69(6), 36–43.
<https://doi.org/10.1080/00043125.2016.1224869>
- Haladyna, T. M. (1997). *Writing Test Items to Evaluate Higher Order Thinking*. Allyn & Bacon.
- Hapizoh. (2019). Penerapan Discovery Learning Terintegrasi Stem Untuk Meningkatkan Hasil Belajar Peserta Didik SMP Negeri 26 Palembang. *Prosiding Seminar Nasional Pendidikan Program Pascasarjana Universitas PGRI Palembang*, 293–304.
- Hmelo, C. E., & Ferrari, M. (1997). The problem-based learning tutorial: Cultivating higher order thinking skills. *Journal for the Education of the Gifted*, 20(4), 401–422. <https://doi.org/10.1177/016235329702000405>
- Huitt, W., & Hummel, J. (2003). *Piagets Theory of Cognitive Development.pdf* (pp. 1–5).
- Ikhsan, O., & Norlia, M. S. (2005). *Kurikulum dan pengajaran sekolah rendah, aspek-aspek yang berkaitan*. Quantum Books.
- Jeon, M., Barnes, J., Fakhrhosseini, M., Vasey, E., Duford, Z., Zheng, Z., & Dare, E. (2017). Robot Opera: A modularized afterschool program for STEAM

- education at local elementary school. *2017 14th International Conference on Ubiquitous Robots and Ambient Intelligence, URAI 2017*, 935–936. <https://doi.org/10.1109/URAI.2017.7992869>
- Jho, H., Hong, O., & Song, J. (2016). An analysis of STEM/STEAM teacher education in Korea with a case study of two schools from a community of practice perspective. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1843–1862. <https://doi.org/10.12973/eurasia.2016.1538a>
- Johnson, C. C. (2012). Implementation of STEM Education Policy: Challenges, Progress, and Lessons Learned. *School Science and Mathematics*, 112(1), 45–55. <https://doi.org/10.1111/j.1949-8594.2011.00110.x>
- Kang, N.-H. (2019). A review of the effect of integrated STEM or STEAM (science, technology, engineering, arts, and mathematics) education in South Korea. *Asia-Pacific Science Education*, 5(1). <https://doi.org/10.1186/s41029-019-0034-y>
- Karakuş, F. (2020). the Effect of Steam-Based Science Teaching on Steam Performance Design-Based Thi. In *International Journal of Education Technology and Scientific Researches* (Vol. 5, Issue 13). <https://doi.org/10.35826/ijetsar.256>
- Kawuryan, S. P. (2010). *Karakteristik Siswa SD Kelas Rendah dan pembelajarannya*. c, 1–6.
- Kim, B., & Bastani, R. (2017). Students as game designers: Transdisciplinary approach to STEAM education. *Alberta Science Education Journal (ASEJ)*, 45(1), 45–53.
- Kim, D.-H., Ko, D. G., Han, M.-J., & Hong, S.-H. (2014). The Effects of Science Lessons Applying STEAM Education Program on the Creativity and Interest Levels of Elementary Students. *Journal of The Korean Association For Research In Science Education*, 34(1), 43–54. <https://doi.org/10.14697/jkase.2014.34.1.1.00043>
- Kim, J. O., & Kim, J. (2018). Development and application of art based STEAM education program using educational robot. *International Journal of Mobile and Blended Learning*. <https://doi.org/10.4018/IJMBL.2018070105>
- Kim, Y., & Park, N. (2012). *The Effect of STEAM Education on Elementary School Student ' s Creativity Improvement * Mechanical Mechanism of Rube Goldberg Machine Contest*. 115–121.
- King, F., Goodson, L., & Rohani, F. (2003). Higher Order Thinking Skills • Definition • Teaching Strategies • Assessment A publication of the Educational Services Program, now known as the Center for Advancement of Learning and Assessment. *Voices from the Middle*, 88(18), 495–496. <http://llt.msu.edu/issues/june2016/lee.pdf> <http://llt.msu.edu/issues/june2016/lee.pdf%0Awww.cala.fsu.edu%0Awww.ascd.org/memberbooks%0Awww.21stcenturyskills.org%0Ahttp://www>.

- Krulik, S., & Rudnick, J. A. (1995). *The New Sourcebook for Teaching Reasoning and Problem Solving in Elementary School*.
- Liao, C., & Liao, C. (2016). *From Interdisciplinary to Transdisciplinary: An Arts-Integrated Approach to STEAM Education*. 3125(October).
- <https://doi.org/10.1080/00043125.2016.1224873>
- Majid, A. (2014). *Pembelajaran Tematik Terpadu*. Remaja Rosda Karya.
- McComas, W. F. (2003). *Science & Technology Education Library*.
- Miarso, Y. (2007). *Teknologi yang Berwajah Humanis*. 09.
- Miles, Matthew B . Huberman, A. Michael. Saldana, J. (2014). *Qualitative Data Analysis*.
- Mirzaqon, A., & Purwoko, B. (2018). Studi Kepustakaan Mengenai Landasan Teori Dan Praktik Konseling Expressive Writing Library. *Jurnal BK UNESA*, 1, 1–8. <https://media.neliti.com/media/publications/253525-studi-kepustakaan-mengenai-landasan-teor-c084d5fa.pdf> %0A%0A
- Montessori. (2016). *What is Upper Elementary?* https://www.vfkhan.org/school_news/what-is-upper-elementary/#:~:text=The%20Upper%20Elementary%20is%20the,th%2C%20and%206th%20grades.
- National research council. (1996). National Science Education Standards. In *National Science Education Standards*. <https://doi.org/10.17226/4962>
- National research council. (2010). Exploring the Intersection of Science Education and 21st Century Skills. In *Exploring the Intersection of Science Education and 21st Century Skills*. <https://doi.org/10.17226/12771>
- National Research Council. (2011). Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas A Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas. In *National Academies Press*.
- National Science Board. (2014). Natural Science Board. *Engineering*.
- Oh, J., Lee, J., & Kim, J. (2013). Development and application of STEAM based education program using scratch: Focus on 6th graders' science in elementary school. *Lecture Notes in Electrical Engineering*, 240 LNEE, 493–501. https://doi.org/10.1007/978-94-007-6738-6_60
- Oner, A., Nite, S., Capraro, R., & Capraro, M. (2016). From STEM to STEAM: Students' Beliefs About the Use of Their Creativity. *Steam*, 2(2), 1–14. <https://doi.org/10.5642/steam.20160202.06>
- Osborne, J., Simon, S., & Collins, S. (2003). Attitudes towards science: A review of the literature and its implications. *International Journal of Science Education*, 25(9), 1049–1079. <https://doi.org/10.1080/0950069032000032199>
- Overby, K. (2011). *Student-Centered Learning*. 9.

- Park, H. J., Byun, S. Y., Sim, J., Han, H., & Baek, Y. S. (2016). Teachers' perceptions and practices of STEAM education in South Korea. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1739–1753. <https://doi.org/10.12973/eurasia.2016.1531a>
- Park, N., & Ko, Y. (2012). *Computer Education 's Teaching-Learning Methods Using Educational Programming Language Based on STEAM Education **. 320–327.
- Partnership for 21st Century. (2017). *21St Century Skills Early Learning 21St Century Skills Early*. 20. http://static.battelleforkids.org/documents/p21/P21_ELF_Framework_Final_20pgs.pdf
- Partnership for 21st Century learning. (2015). *21st CENTURY STUDENT OUTCOMES*. 1–9. <http://www.p21.org/our-work/p21-framework>
- Perignat, E., & Katz-Buonincontro, J. (2018). From STEM to STEAM: Using Brain-Compatible Strategies to Integrate the Arts , . *Arts Education Policy Review*, 119(2), 107–110. <https://doi.org/10.1080/10632913.2017.1300970>
- Permendiknas No. 22. (2006). *Permendiknas No. 22*. 1–48.
- Platz, J. (2007). *How do you turn STEM into STEAM? ADD THE ARTS*. October, 1–7.
- Quigley, C. F., Herro, D., & Jamil, F. M. (2014). *Developing a Conceptual Model of STEAM Teaching Practices*. 1–12.
- Quigley, C. F., Herro, D., King, E., & Plank, H. (2020). STEAM Designed and Enacted: Understanding the Process of Design and Implementation of STEAM Curriculum in an Elementary School. *Journal of Science Education and Technology*, 29(4), 499–518. <https://doi.org/10.1007/s10956-020-09832-w>
- Ridwan, A., Rahmawati, Y., & Hadinugrahaningsih, T. (2017). STEAM INTEGRATION IN CHEMISTRY LEARNING FOR DEVELOPING 21ST CENTURY SKILLS. *MIER Journail of Educational Studies, Trends & Practices*, 7(2), 184–194.
- Rileys, S. (n.d.). *What is STEAM Education?* Retrieved February 17, 2021, from <https://artsintegration.com/what-is-steam-education-in-k-12-schools/>
- Rozi, F., & Hanum, C. B. (2019). Pembelajaran Ipa Sd Berbasis Hots (Higher Order Thinking Skills) Menjawab Tuntutan Pembelajaran Di Abad 21. *Seminar Nasional Pendidikan Dasar Universitas Negeri Medan*, 1(4), 246–311.
- Ruseffendi, H. E. . (2006). *Perkembangan Pendidikan Matematika*. 1–40.
- Saddhono, K., Sueca, I. N., Sentana, G. D. D., Santosa, W. H., & Rachman, R. S. (2020). The application of STEAM (Science, Technology, Engineering, Arts, and Mathematics)-based Learning in Elementary School Surakarta District.

- Journal of Physics: Conference Series*, 1573(1), 0–7.
<https://doi.org/10.1088/1742-6596/1573/1/012003>
- Sani, R. A. (2019). *Pembelajaran Berbasis HOTS*.
https://books.google.co.id/books?hl=en&lr=&id=GrfrDwAAQBAJ&oi=fnd&pg=PR5&dq=kreativitas+higher+order+thinking+skills&ots=kHvQOT4xx6&sig=2KSVdJJqH9rL5wIWwqXJuEzdc20&redir_esc=y#v=onepage&q=kr&eativitas higher order thinking skills&f=false
- Sari, M. (2020). Penelitian Kepustakaan (Library Research) dalam Penelitian Pendidikan IPA. *Natural Science: Jurnal Penelitian Bidang IPA Dan Pendidikan IPA*, 6(1), 41–53.
<https://ejournal.uinib.ac.id/jurnal/index.php/naturalscience/article/view/1555/1159>
- Starzinski, A. (2017). *Foundational Elements Of A Steam Learning Model For Elementary School*. 146.
- Sukardjono. (2000). Hakikat dan Sejarah Matematika. *Filsafat Dan Sejarah Matematika*, 1–44.
- Supardi. (2013). *Aplikasi Statistika dalam Penelitian : Konsep Statistika yang Lebih Komprehensif*.
- Suprapto, N., Sunarti, T., Suliyanh, Wulandari, D., Hidayatullaah, H. N., Adam, A. S., & Mubarok, H. (2020). A systematic review of photovoice as participatory action research strategies. *International Journal of Evaluation and Research in Education*, 9(3), 675–683.
<https://doi.org/10.11591/ijere.v9i3.20581>
- Yakman, G. (2008). *STEAM EDUCATION: AN OVERVIEW OF CREATING A MODEL OF INTEGRATIVE EDUCATION*.
- Yakman, G., & Lee, H. (2012). *Exploring the Exemplary STEAM Education in the U.S. as a Practical Educational Framework for Korea*.
- Yoon, M. B., & Baek, J. E. (2018). Development and application of the STEAM education program based on the soccer robot for elementary students. *International Journal of Mobile and Blended Learning*, 10(3), 11–22.
<https://doi.org/10.4018/IJMBL.2018070102>
- Young, V. M., House, A., Wang, H., Singleton, C., & Klopfenstein, K. (2011). Inclusive STEM Schools : Early Promise in Texas and Unanswered Questions. *The Committee on Highly Successful Schools or Programs for K-12 STEM Education*, 1–34.
http://sites.nationalacademies.org/cs/groups/dbassesite/documents/webpage/dbasse_072639.pdf
- Zed, M. (2014). *Metode Penelitian Kepustakaan*.
- Adriyawati, Utomo, E., Rahmawati, Y., & Mardiah, A. (2020). Steam-project-

- based learning integration to improve elementary school students' scientific literacy on alternative energy learning. *Universal Journal of Educational Research*, 8(5), 1863–1873. <https://doi.org/10.13189/ujer.2020.080523>
- Arikunto, S. (2010). *Prosedur Penelitian Suatu pendekatan Praktek*. Rineka Cipta.
- Astawan, I. G., Sudana, D. N., Kusmaryatni, N., & Japa, I. G. N. (2019). The STEAM integrated panca pramana model in learning elementary school science in the industrial revolution era 4.0. *International Journal of Innovation, Creativity and Change*, 5(5), 26–39.
- Barnes, J., FakhrHosseini, M. S., Vasey, E., Duford, Z., & Jeon, M. (2017). Robot theater with children for STEAM education. *Proceedings of the Human Factors and Ergonomics Society*, 2017–Octob(Figure 1), 875–879. <https://doi.org/10.1177/1541931213601511>
- Barnes, J., Fakhrhosseini, S. M., Vasey, E., Park, C. H., & Jeon, M. (2020). Child-Robot Theater: Engaging Elementary Students in Informal STEAM Education Using Robots. *IEEE Pervasive Computing*, 19(1), 22–31. <https://doi.org/10.1109/MPRV.2019.2940181>
- Bush, S. B., & Cook, K. L. (2019). Structuring STEAM Inquiries: Lessons Learned from Practice. *STEAM Education*, 19–35. https://doi.org/10.1007/978-3-030-04003-1_2
- Bush, S. B., Cook, K. L., Edelen, D., & Cox, R. (2020). Elementary Students' STEAM Perceptions. *The Elementary School Journal*, 120(4), 692–714. <https://doi.org/10.1086/708642>
- Choi, Y., & Hong, S.-H. (2015). Steam 수업이 초등과학 영재에게 미치는 효과. 209, 194–209.
- Collins, R. (2004). Skills for the 21st Century: teaching higher-order thinking. *Curriculum & Leadership Journal*, 12(14). http://www.curriculum.edu.au/leader/teaching_higher_order_thinking,37431.html?issueI
- Conklin, W. (2012). *Higher Order Thinking Skills to Develop 21st Century Learners*. Shell Education. https://books.google.co.id/books?hl=id&lr=&id=rfLYAAAAQBAJ&oi=fnd&pg=PA7&dq=higher+order+thinking+skills&ots=M9gZPb7Gpb&sig=WqN6pSeJC8G7kJTmBtAhMRB2LUw&redir_esc=y#v=onepage&q=higher+order+thinking+skills&f=false
- Conradty, C., & Bogner, F. X. (2019). From STEM to STEAM: Cracking the Code? How Creativity & Motivation Interacts with Inquiry-based Learning. *Creativity Research Journal*, 31(3), 284–295. <https://doi.org/10.1080/10400419.2019.1641678>
- Cook, K. L., & Bush, S. B. (2018). Design thinking in integrated STEAM

- learning: Surveying the landscape and exploring exemplars in elementary grades. *School Science and Mathematics*, 118(3–4), 93–103.
<https://doi.org/10.1111/ssm.12268>
- Das, M. (2020). Taking a bandsaw to 1st grade: Transforming elementary school through hands-on STEAM education (evaluation). *ASEE Annual Conference and Exposition, Conference Proceedings, 2020–June*.
- Djajadi, M., & Makassar, U. M. (2020). *Filsafat sains* (Issue April 2019).
- Dono, J., Webb, J., & Richardson, B. (2010). The relationship between environmental activism, pro-environmental behaviour and social identity. *Journal of Environmental Psychology*, 30(2), 178–186.
<https://doi.org/10.1016/j.jenvp.2009.11.006>
- Duban, N., Aydogdu, B., & Kolsuz, S. (2017). STEAM implementations for Elementary School Students in Turkey. *Peer-Assisted Learning*, 3(2), 121.
- Farwati, R., Permanasari, A., Firman, H., & Suhery, T. (2018). Integrasi Problem Based Learning dalam STEM education berorientasi pada aktualisasi literasi lingkungan dan kreativitas. *Seminar Nasional Pendidikan IPA*, 1(1), 198–206.
- Felix, J. (2012). *SEJARAH SENI RUPA*. 3(9), 614–621.
- Gross, K., & Gross, S. (2016). TRANSFORMATION: Constructivism, Design Thinking, and Elementary STEAM. *Art Education*, 69(6), 36–43.
<https://doi.org/10.1080/00043125.2016.1224869>
- Haladyna, T. M. (1997). *Writing Test Items to Evaluate Higher Order Thinking*. Allyn & Bacon.
- Hapizoh. (2019). Penerapan Discovery Learning Terintegrasi Stem Untuk Meningkatkan Hasil Belajar Peserta Didik SMP Negeri 26 Palembang. *Prosiding Seminar Nasional Pendidikan Program Pascasarjana Universitas PGRI Palembang*, 293–304.
- Hmelo, C. E., & Ferrari, M. (1997). The problem-based learning tutorial: Cultivating higher order thinking skills. *Journal for the Education of the Gifted*, 20(4), 401–422. <https://doi.org/10.1177/016235329702000405>
- Huitt, W., & Hummel, J. (2003). *Piagets Theory of Cognitive Development.pdf* (pp. 1–5).
- Ikhsan, O., & Norlia, M. S. (2005). *Kurikulum dan pengajaran sekolah rendah, aspek-aspek yang berkaitan*. Quantum Books.
- Jeon, M., Barnes, J., Fakhrhosseini, M., Vasey, E., Duford, Z., Zheng, Z., & Dare, E. (2017). Robot Opera: A modularized afterschool program for STEAM education at local elementary school. *2017 14th International Conference on Ubiquitous Robots and Ambient Intelligence, URAI 2017*, 935–936.
<https://doi.org/10.1109/URAI.2017.7992869>
- Jho, H., Hong, O., & Song, J. (2016). An analysis of STEM/STEAM teacher

- Integrated Approach to STEAM Education.* 3125(October).
- <https://doi.org/10.1080/00043125.2016.1224873>
- Majid, A. (2014). *Pembelajaran Tematik Terpadu*. Remaja Rosda Karya.
- McComas, W. F. (2003). *Science & Technology Education Library*.
- Miarso, Y. (2007). *Teknologi yang Berwajah Humanis*. 09.
- Miles, Matthew B . Huberman, A. Michael. Saldana, J. (2014). *Qualitative Data Analysis*.
- Mirzaqon, A., & Purwoko, B. (2018). Studi Kepustakaan Mengenai Landasan Teori Dan Praktik Konseling Expressive Writing Library. *Jurnal BK UNESA*, 1, 1–8. <https://media.neliti.com/media/publications/253525-studi-kepustakaan-mengenai-landasan-teor-c084d5fa.pdf> %0A%0A
- Montessori. (2016). *What is Upper Elementary?* https://www.vfkh.org/school_news/what-is-upper-elementary/#:~:text=The%20Upper%20Elementary%20is%20the,th%2C%20and%206th%20grades
- National research council. (1996). National Science Education Standards. In *National Science Education Standards*. <https://doi.org/10.17226/4962>
- National research council. (2010). Exploring the Intersection of Science Education and 21st Century Skills. In *Exploring the Intersection of Science Education and 21st Century Skills*. <https://doi.org/10.17226/12771>
- National Research Council. (2011). Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas A Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas. In *National Academies Press*.
- National Science Board. (2014). Natural Science Board. *Engineering*.
- Oh, J., Lee, J., & Kim, J. (2013). Development and application of STEAM based education program using scratch: Focus on 6th graders' science in elementary school. *Lecture Notes in Electrical Engineering*, 240 LNEE, 493–501. https://doi.org/10.1007/978-94-007-6738-6_60
- Oner, A., Nite, S., Capraro, R., & Capraro, M. (2016). From STEM to STEAM: Students' Beliefs About the Use of Their Creativity. *Steam*, 2(2), 1–14. <https://doi.org/10.5642/steam.20160202.06>
- Osborne, J., Simon, S., & Collins, S. (2003). Attitudes towards science: A review of the literature and its implications. *International Journal of Science Education*, 25(9), 1049–1079. <https://doi.org/10.1080/0950069032000032199>
- Overby, K. (2011). *Student-Centered Learning*. 9.
- Park, H. J., Byun, S. Y., Sim, J., Han, H., & Baek, Y. S. (2016). Teachers' perceptions and practices of STEAM education in South Korea. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1739–1753. <https://doi.org/10.12973/eurasia.2016.1531a>

- Park, N., & Ko, Y. (2012). *Computer Education 's Teaching-Learning Methods Using Educational Programming Language Based on STEAM Education **. 320–327.
- Partnership for 21st Century. (2017). *21St Century Skills Early Learning 21St Century Skills Early*. 20. http://static.battelleforkids.org/documents/p21/P21_ELF_Framework_Final_20pgs.pdf
- Partnership for 21st Century learning. (2015). *21st CENTURY STUDENT OUTCOMES*. 1–9. <http://www.p21.org/our-work/p21-framework>
- Perignat, E., & Katz-Buonincontro, J. (2018). From STEM to STEAM: Using Brain-Compatible Strategies to Integrate the Arts , . *Arts Education Policy Review*, 119(2), 107–110. <https://doi.org/10.1080/10632913.2017.1300970>
- Permendiknas No. 22. (2006). *Permendiknas No. 22*. 1–48.
- Platz, J. (2007). *How do you turn STEM into STEAM? ADD THE ARTS*. October, 1–7.
- Quigley, C. F., Herro, D., & Jamil, F. M. (2014). *Developing a Conceptual Model of STEAM Teaching Practices*. 1–12.
- Quigley, C. F., Herro, D., King, E., & Plank, H. (2020). STEAM Designed and Enacted: Understanding the Process of Design and Implementation of STEAM Curriculum in an Elementary School. *Journal of Science Education and Technology*, 29(4), 499–518. <https://doi.org/10.1007/s10956-020-09832-w>
- Ridwan, A., Rahmawati, Y., & Hadinugrahaningsih, T. (2017). STEAM INTEGRATION IN CHEMISTRY LEARNING FOR DEVELOPING 21ST CENTURY SKILLS. *MIER Journail of Educational Studies, Trends & Practices*, 7(2), 184–194.
- Rileys, S. (n.d.). *What is STEAM Education?* Retrieved February 17, 2021, from <https://artsintegration.com/what-is-steam-education-in-k-12-schools/>
- Rozi, F., & Hanum, C. B. (2019). Pembelajaran Ipa Sd Berbasis Hots (Higher Order Thinking Skills) Menjawab Tuntutan Pembelajaran Di Abad 21. *Seminar Nasional Pendidikan Dasar Universitas Negeri Medan*, 1(4), 246–311.
- Ruseffendi, H. E. . (2006). *Perkembangan Pendidikan Matematika*. 1–40.
- Saddhono, K., Sueca, I. N., Sentana, G. D. D., Santosa, W. H., & Rachman, R. S. (2020). The application of STEAM (Science, Technology, Engineering, Arts, and Mathematics)-based Learning in Elementary School Surakarta District. *Journal of Physics: Conference Series*, 1573(1), 0–7. <https://doi.org/10.1088/1742-6596/1573/1/012003>
- Sani, R. A. (2019). *Pembelajaran Berbasis HOTS*. <https://books.google.co.id/books?hl=en&lr=&id=GrfrDwAAQBAJ&oi=fnd>

- &pg=PR5&dq=kreativitas+higher+order+thinking+skills&ots=kHvQOT4xx
 6&sig=2KSVdJJqH9rL5wIWwqXJuEzdc20&redir_esc=y#v=onepage&q=kreativitas higher order thinking skills&f=false
- Sari, M. (2020). Penelitian Kepustakaan (Library Research) dalam Penelitian Pendidikan IPA. *Natural Science: Jurnal Penelitian Bidang IPA Dan Pendidikan IPA*, 6(1), 41–53.
<https://ejournal.uinib.ac.id/jurnal/index.php/naturalscience/article/view/1555/1159>
- Starzinski, A. (2017). *Foundational Elements Of A Steam Learning Model For Elementary School*. 146.
- Sukardjono. (2000). Hakikat dan Sejarah Matematika. *Filsafat Dan Sejarah Matematika*, 1–44.
- Supardi. (2013). *Aplikasi Statistika dalam Penelitian : Konsep Statistika yang Lebih Komprehensif*.
- Suprapto, N., Sunarti, T., Suliyana, Wulandari, D., Hidayatullaah, H. N., Adam, A. S., & Mubarok, H. (2020). A systematic review of photovoice as participatory action research strategies. *International Journal of Evaluation and Research in Education*, 9(3), 675–683.
<https://doi.org/10.11591/ijere.v9i3.20581>
- Yakman, G. (2008). *STEAM EDUCATION: AN OVERVIEW OF CREATING A MODEL OF INTEGRATIVE EDUCATION*.
- Yakman, G., & Lee, H. (2012). *Exploring the Exemplary STEAM Education in the U.S. as a Practical Educational Framework for Korea*.
- Yoon, M. B., & Baek, J. E. (2018). Development and application of the STEAM education program based on the soccer robot for elementary students. *International Journal of Mobile and Blended Learning*, 10(3), 11–22.
<https://doi.org/10.4018/IJMBL.2018070102>
- Young, V. M., House, A., Wang, H., Singleton, C., & Klopfenstein, K. (2011). Inclusive STEM Schools : Early Promise in Texas and Unanswered Questions. *The Committee on Highly Successful Schools or Programs for K-12 STEM Education*, 1–34.
http://sites.nationalacademies.org/cs/groups/dbassesite/documents/webpage/dbasse_072639.pdf
- Zed, M. (2014). *Metode Penelitian Kepustakaan*.
- Adriyawati, Utomo, E., Rahmawati, Y., & Mardiah, A. (2020). Steam-project-based learning integration to improve elementary school students' scientific literacy on alternative energy learning. *Universal Journal of Educational Research*, 8(5), 1863–1873. <https://doi.org/10.13189/ujer.2020.080523>
- Arikunto, S. (2010). *Prosedur Penelitian Suatu pendekatan Praktek*. Rineka

Cipta.

- Astawan, I. G., Sudana, D. N., Kusmariyatni, N., & Japa, I. G. N. (2019). The STEAM integrated panca pramana model in learning elementary school science in the industrial revolution era 4.0. *International Journal of Innovation, Creativity and Change*, 5(5), 26–39.
- Barnes, J., FakhrHosseini, M. S., Vasey, E., Duford, Z., & Jeon, M. (2017). Robot theater with children for STEAM education. *Proceedings of the Human Factors and Ergonomics Society*, 2017–Octob(Figure 1), 875–879. <https://doi.org/10.1177/1541931213601511>
- Barnes, J., Fakhrhosseini, S. M., Vasey, E., Park, C. H., & Jeon, M. (2020). Child-Robot Theater: Engaging Elementary Students in Informal STEAM Education Using Robots. *IEEE Pervasive Computing*, 19(1), 22–31. <https://doi.org/10.1109/MPRV.2019.2940181>
- Bush, S. B., & Cook, K. L. (2019). Structuring STEAM Inquiries: Lessons Learned from Practice. *STEAM Education*, 19–35. https://doi.org/10.1007/978-3-030-04003-1_2
- Bush, S. B., Cook, K. L., Edelen, D., & Cox, R. (2020). Elementary Students' STEAM Perceptions. *The Elementary School Journal*, 120(4), 692–714. <https://doi.org/10.1086/708642>
- Choi, Y., & Hong, S.-H. (2015). Steam 수업이 초등과학 영재에게 미치는 효과. 209, 194–209.
- Collins, R. (2014). Skills for the 21st Century: teaching higher-order thinking. *Curriculum & Leadership Journal*, 12(14). http://www.curriculum.edu.au/leader/teaching_higher_order_thinking,37431.html?issueI
- Conklin, W. (2012). *Higher Order Thinking Skills to Develop 21st Century Learners*. Shell Education. https://books.google.co.id/books?hl=id&lr=&id=rfLYAAAAQBAJ&oi=fnd&pg=PA7&dq=higher+order+thinking+skills&ots=M9gZPb7Gpb&sig=WqN6pSeJC8G7kJTmBtAhMRB2LUw&redir_esc=y#v=onepage&q=higher+order+thinking+skills&f=false
- Conradty, C., & Bogner, F. X. (2019). From STEM to STEAM: Cracking the Code? How Creativity & Motivation Interacts with Inquiry-based Learning. *Creativity Research Journal*, 31(3), 284–295. <https://doi.org/10.1080/10400419.2019.1641678>
- Cook, K. L., & Bush, S. B. (2018). Design thinking in integrated STEAM learning: Surveying the landscape and exploring exemplars in elementary grades. *School Science and Mathematics*, 118(3–4), 93–103. <https://doi.org/10.1111/ssm.12268>
- Das, M. (2020). Taking a bandsaw to 1st grade: Transforming elementary school

- through hands-on STEAM education (evaluation). *ASEE Annual Conference and Exposition, Conference Proceedings, 2020–June.*
- Djajadi, M., & Makassar, U. M. (2020). *Filsafat sains* (Issue April 2019).
- Dono, J., Webb, J., & Richardson, B. (2010). The relationship between environmental activism, pro-environmental behaviour and social identity. *Journal of Environmental Psychology, 30*(2), 178–186.
<https://doi.org/10.1016/j.jenvp.2009.11.006>
- Duban, N., Aydogdu, B., & Kolsuz, S. (2017). STEAM implementations for Elementary School Students in Turkey. *Peer-Assisted Learning, 3*(2), 121.
- Farwati, R., Permanasari, A., Firman, H., & Suhery, T. (2018). Integrasi Problem Based Learning dalam STEM education berorientasi pada aktualisasi literasi lingkungan dan kreativitas. *Seminar Nasional Pendidikan IPA, 1*(1), 198–206.
- Felix, J. (2012). *SEJARAH SENI RUPA*. 3(9), 614–621.
- Gross, K., & Gross, S. (2016). TRANSFORMATION: Constructivism, Design Thinking, and Elementary STEAM. *Art Education, 69*(6), 36–43.
<https://doi.org/10.1080/00043125.2016.1224869>
- Haladyna, T. M. (1997). *Writing Test Items to Evaluate Higher Order Thinking*. Allyn & Bacon.
- Hapizoh. (2019). Penerapan Discovery Learning Terintegrasi Stem Untuk Meningkatkan Hasil Belajar Peserta Didik SMP Negeri 26 Palembang. *Prosiding Seminar Nasional Pendidikan Program Pascasarjana Universitas PGRI Palembang*, 293–304.
- Hmelo, C. E., & Ferrari, M. (1997). The problem-based learning tutorial: Cultivating higher order thinking skills. *Journal for the Education of the Gifted, 20*(4), 401–422. <https://doi.org/10.1177/016235329702000405>
- Huitt, W., & Hummel, J. (2003). *Piagets Theory of Cognitive Development.pdf* (pp. 1–5).
- Ikhsan, O., & Norlia, M. S. (2005). *Kurikulum dan pengajaran sekolah rendah, aspek-aspek yang berkaitan*. Quantum Books.
- Jeon, M., Barnes, J., Fakhrhosseini, M., Vasey, E., Duford, Z., Zheng, Z., & Dare, E. (2017). Robot Opera: A modularized afterschool program for STEAM education at local elementary school. *2017 14th International Conference on Ubiquitous Robots and Ambient Intelligence, URAI 2017*, 935–936.
<https://doi.org/10.1109/URAI.2017.7992869>
- Jho, H., Hong, O., & Song, J. (2016). An analysis of STEM/STEAM teacher education in Korea with a case study of two schools from a community of practice perspective. *Eurasia Journal of Mathematics, Science and Technology Education, 12*(7), 1843–1862.
<https://doi.org/10.12973/eurasia.2016.1538a>

- Johnson, C. C. (2012). Implementation of STEM Education Policy: Challenges, Progress, and Lessons Learned. *School Science and Mathematics*, 112(1), 45–55. <https://doi.org/10.1111/j.1949-8594.2011.00110.x>
- Kang, N.-H. (2019). A review of the effect of integrated STEM or STEAM (science, technology, engineering, arts, and mathematics) education in South Korea. *Asia-Pacific Science Education*, 5(1). <https://doi.org/10.1186/s41029-019-0034-y>
- Karakuş, F. (2020). the Effect of Steam-Based Science Teaching on Steam Performance Design-Based Thi. In *International Journal of Education Technology and Scientific Research* (Vol. 5, Issue 13). <https://doi.org/10.35826/ijetsar.256>
- Kawuryan, S. P. (2010). *Karakteristik Siswa SD Kelas Rendah dan pembelajarannya*. c, 1–6.
- Kim, B., & Bastani, R. (2017). Students as game designers: Transdisciplinary approach to STEAM education. *Alberta Science Education Journal (ASEJ)*, 45(1), 45–53.
- Kim, D.-H., Ko, D. G., Han, M.-J., & Hong, S.-H. (2014). The Effects of Science Lessons Applying STEAM Education Program on the Creativity and Interest Levels of Elementary Students. *Journal of The Korean Association For Research In Science Education*, 34(1), 43–54. <https://doi.org/10.14697/jkase.2014.34.1.1.00043>
- Kim, J. O., & Kim, J. (2018). Development and application of art based STEAM education program using educational robot. *International Journal of Mobile and Blended Learning*. <https://doi.org/10.4018/IJMBL.2018070105>
- Kim, Y., & Park, N. (2012). *The Effect of STEAM Education on Elementary School Student 's Creativity Improvement * Mechanical Mechanism of Rube Goldberg Machine Contest*. 115–121.
- King, F., Goodson, L., & Rohani, F. (2003). Higher Order Thinking Skills • Definition • Teaching Strategies • Assessment A publication of the Educational Services Program, now known as the Center for Advancement of Learning and Assessment. *Voices from the Middle*, 88(18), 495–496. <http://llt.msu.edu/issues/june2016/lee.pdf> <http://llt.msu.edu/issues/june2016/lee.pdf> <http://www.cala.fsu.edu%0Awww.ascd.org/memberbooks%0Awww.21stcenturyskills.org%0Ahttp://www>
- Krulik, S., & Rudnick, J. A. (1995). *The New Sourcebook for Teaching Reasoning and Problem Solving in Elementary School*.
- Liao, C., & Liao, C. (2016). *From Interdisciplinary to Transdisciplinary: An Arts-Integrated Approach to STEAM Education*. 3125(October). <https://doi.org/10.1080/00043125.2016.1224873>
- Majid, A. (2014). *Pembelajaran Tematik Terpadu*. Remaja Rosda Karya.
- McComas, W. F. (2003). *Science & Technology Education Library*.

- Miarso, Y. (2007). *Teknologi yang Berwajah Humanis*. 09.
- Miles, Matthew B . Huberman, A. Michael. Saldana, J. (2014). *Qualitative Data Analysis*.
- Mirzaqon, A., & Purwoko, B. (2018). Studi Kepustakaan Mengenai Landasan Teori Dan Praktik Konseling Expressive Writing Library. *Jurnal BK UNESA*, 1, 1–8. <https://media.neliti.com/media/publications/253525-studi-kepustakaan-mengenai-landasan-teor-c084d5fa.pdf>
- Montessori. (2016). *What is Upper Elementary?* https://www.vfkh.org/school_news/what-is-upper-elementary/#:~:text=The%20Upper%20Elementary%20is%20the,th%2C%20and%206th%20grades.
- National research council. (1996). National Science Education Standards. In *National Science Education Standards*. <https://doi.org/10.17226/4962>
- National research council. (2010). Exploring the Intersection of Science Education and 21st Century Skills. In *Exploring the Intersection of Science Education and 21st Century Skills*. <https://doi.org/10.17226/12771>
- National Research Council. (2011). Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas A Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas. In *National Academies Press*.
- National Science Board. (2014). Natural Science Board. *Engineering*.
- Oh, J., Lee, J., & Kim, J. (2013). Development and application of STEAM based education program using scratch: Focus on 6th graders' science in elementary school. *Lecture Notes in Electrical Engineering*, 240 LNEE, 493–501. https://doi.org/10.1007/978-94-007-6738-6_60
- Oner, A., Nite, S., Capraro, R., & Capraro, M. (2016). From STEM to STEAM: Students' Beliefs About the Use of Their Creativity. *Steam*, 2(2), 1–14. <https://doi.org/10.5642/steam.20160202.06>
- Osborne, J., Simon, S., & Collins, S. (2003). Attitudes towards science: A review of the literature and its implications. *International Journal of Science Education*, 25(9), 1049–1079. <https://doi.org/10.1080/0950069032000032199>
- Overby, K. (2011). *Student-Centered Learning*. 9.
- Park, H. J., Byun, S. Y., Sim, J., Han, H., & Baek, Y. S. (2016). Teachers' perceptions and practices of STEAM education in South Korea. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1739–1753. <https://doi.org/10.12973/eurasia.2016.1531a>
- Park, N., & Ko, Y. (2012). *Computer Education 's Teaching-Learning Methods Using Educational Programming Language Based on STEAM Education **. 320–327.
- Partnership for 21st Century. (2017). *21St Century Skills Early Learning 21St*

- Century Skills Early.* 20.
http://static.battelleforkids.org/documents/p21/P21_ELF_Framework_Final_20pgs.pdf
- Partnership for 21st Century learning. (2015). *21st CENTURY STUDENT OUTCOMES*. 1–9. <http://www.p21.org/our-work/p21-framework>
- Perignat, E., & Katz-Buonincontro, J. (2018). From STEM to STEAM: Using Brain-Compatible Strategies to Integrate the Arts , . *Arts Education Policy Review*, 119(2), 107–110. <https://doi.org/10.1080/10632913.2017.1300970>
- Permendiknas No. 22. (2006). *Permendiknas No. 22*. 1–48.
- Platz, J. (2007). *How do you turn STEM into STEAM? ADD THE ARTS*. October, 1–7.
- Quigley, C. F., Herro, D., & Jamil, F. M. (2014). *Developing a Conceptual Model of STEAM Teaching Practices*. 1–12.
- Quigley, C. F., Herro, D., King, E., & Plank, H. (2020). STEAM Designed and Enacted: Understanding the Process of Design and Implementation of STEAM Curriculum in an Elementary School. *Journal of Science Education and Technology*, 29(4), 499–518. <https://doi.org/10.1007/s10956-020-09832-w>
- Ridwan, A., Rahmawati, Y., & Hadinugrahaningsih, T. (2017). STEAM INTEGRATION IN CHEMISTRY LEARNING FOR DEVELOPING 21ST CENTURY SKILLS. *MIER Journail of Educational Studies, Trends & Practices*, 7(2), 184–194.
- Rileys, S. (n.d.). *What is STEAM Education?* Retrieved February 17, 2021, from <https://artsintegration.com/what-is-steam-education-in-k-12-schools/>
- Rozi, F., & Hanum, C. B. (2019). Pembelajaran Ipa Sd Berbasis Hots (Higher Order Thinking Skills) Menjawab Tuntutan Pembelajaran Di Abad 21. *Seminar Nasional Pendidikan Dasar Universitas Negeri Medan*, 1(4), 246–311.
- Ruseffendi, H. E. . (2006). *Perkembangan Pendidikan Matematika*. 1–40.
- Saddhono, K., Sueca, I. N., Sentana, G. D. D., Santosa, W. H., & Rachman, R. S. (2020). The application of STEAM (Science, Technology, Engineering, Arts, and Mathematics)-based Learning in Elementary School Surakarta District. *Journal of Physics: Conference Series*, 1573(1), 0–7. <https://doi.org/10.1088/1742-6596/1573/1/012003>
- Sani, R. A. (2019). *Pembelajaran Berbasis HOTS*. https://books.google.co.id/books?hl=en&lr=&id=GrfrDwAAQBAJ&oi=fnd&pg=PR5&dq=kreativitas+higher+order+thinking+skills&ots=kHvQOT4xx6&sig=2KSVdJJqH9rL5wIWwqXJuEzdc20&redir_esc=y#v=onepage&q=kr&eativitas higher order thinking skills&f=false
- Sari, M. (2020). Penelitian Kepustakaan (Library Research) dalam Penelitian

- Pendidikan IPA. *Natural Science: Jurnal Penelitian Bidang IPA Dan Pendidikan IPA*, 6(1), 41–53.
<https://ejournal.uinib.ac.id/jurnal/index.php/naturalscience/article/view/1555/1159>
- Starzinski, A. (2017). *Foundational Elements Of A Steam Learning Model For Elementary School*. 146.
- Sukardjono. (2000). Hakikat dan Sejarah Matematika. *Filsafat Dan Sejarah Matematika*, 1–44.
- Supardi. (2013). *Aplikasi Statistika dalam Penelitian : Konsep Statistika yang Lebih Komprehensif*.
- Suprapto, N., Sunarti, T., Suliyana, Wulandari, D., Hidayatullaah, H. N., Adam, A. S., & Mubarok, H. (2020). A systematic review of photovoice as participatory action research strategies. *International Journal of Evaluation and Research in Education*, 9(3), 675–683.
<https://doi.org/10.11591/ijere.v9i3.20581>
- Yakman, G. (2008). *STEAM EDUCATION: AN OVERVIEW OF CREATING A MODEL OF INTEGRATIVE EDUCATION*.
- Yakman, G., & Lee, H. (2012). *Exploring the Exemplary STEAM Education in the U.S. as a Practical Educational Framework for Korea*.
- Yoon, M. B., & Baek, J. E. (2018). Development and application of the STEAM education program based on the soccer robot for elementary students. *International Journal of Mobile and Blended Learning*, 10(3), 11–22.
<https://doi.org/10.4018/IJMBL.2018070102>
- Young, V. M., House, A., Wang, H., Singleton, C., & Klopfenstein, K. (2011). Inclusive STEM Schools : Early Promise in Texas and Unanswered Questions. *The Committee on Highly Successful Schools or Programs for K-12 STEM Education*, 1–34.
http://sites.nationalacademies.org/cs/groups/dbassesite/documents/webpage/dbasse_072639.pdf
- Zed, M. (2014). *Metode Penelitian Kepustakaan*.
- Adriyawati, Utomo, E., Rahmawati, Y., & Mardiah, A. (2020). Steam-project-based learning integration to improve elementary school students' scientific literacy on alternative energy learning. *Universal Journal of Educational Research*, 8(5), 1863–1873. <https://doi.org/10.13189/ujer.2020.080523>
- Arikunto, S. (2010). *Prosedur Penelitian Suatu pendekatan Praktek*. Rineka Cipta.
- Astawan, I. G., Sudana, D. N., Kusmariyatni, N., & Japa, I. G. N. (2019). The STEAM integrated panca pramana model in learning elementary school science in the industrial revolution era 4.0. *International Journal of*

- Innovation, Creativity and Change*, 5(5), 26–39.
- Barnes, J., FakhrHosseini, M. S., Vasey, E., Duford, Z., & Jeon, M. (2017). Robot theater with children for STEAM education. *Proceedings of the Human Factors and Ergonomics Society*, 2017–Octob(Figure 1), 875–879.
<https://doi.org/10.1177/1541931213601511>
- Barnes, J., Fakhrhosseini, S. M., Vasey, E., Park, C. H., & Jeon, M. (2020). Child-Robot Theater: Engaging Elementary Students in Informal STEAM Education Using Robots. *IEEE Pervasive Computing*, 19(1), 22–31.
<https://doi.org/10.1109/MPRV.2019.2940181>
- Bush, S. B., & Cook, K. L. (2019). Structuring STEAM Inquiries: Lessons Learned from Practice. *STEAM Education*, 19–35.
https://doi.org/10.1007/978-3-030-04003-1_2
- Bush, S. B., Cook, K. L., Edelen, D., & Cox, R. (2020). Elementary Students' STEAM Perceptions. *The Elementary School Journal*, 120(4), 692–714.
<https://doi.org/10.1086/708642>
- Choi, Y., & Hong, S.-H. (2015). Steam 수업이 초등과학 영재에게 미치는 효과. 209, 194–209.
- Collins, R. (2014). Skills for the 21st Century: teaching higher-order thinking. *Curriculum & Leadership Journal*, 12(14).
http://www.curriculum.edu.au/leader/teaching_higher_order_thinking,37431.html?issueI
- Conklin, W. (2012). *Higher Order Thinking Skills to Develop 21st Century Learners*. Shell Education.
https://books.google.co.id/books?hl=id&lr=&id=rfLYAAAAQBAJ&oi=fnd&pg=PA7&dq=higher+order+thinking+skills&ots=M9gZPb7Gpb&sig=WqN6pSeJC8G7kJTmBtAhMRB2LUw&redir_esc=y#v=onepage&q=higher+order+thinking+skills&f=false
- Conradty, C., & Bogner, F. X. (2019). From STEM to STEAM: Cracking the Code? How Creativity & Motivation Interacts with Inquiry-based Learning. *Creativity Research Journal*, 31(3), 284–295.
<https://doi.org/10.1080/10400419.2019.1641678>
- Cook, K. L., & Bush, S. B. (2018). Design thinking in integrated STEAM learning: Surveying the landscape and exploring exemplars in elementary grades. *School Science and Mathematics*, 118(3–4), 93–103.
<https://doi.org/10.1111/ssm.12268>
- Das, M. (2020). Taking a bandsaw to 1st grade: Transforming elementary school through hands-on STEAM education (evaluation). *ASEE Annual Conference and Exposition, Conference Proceedings*, 2020–June.
- Djajadi, M., & Makassar, U. M. (2020). *Filsafat sains* (Issue April 2019).
- Dono, J., Webb, J., & Richardson, B. (2010). The relationship between

- environmental activism, pro-environmental behaviour and social identity. *Journal of Environmental Psychology*, 30(2), 178–186. <https://doi.org/10.1016/j.jenvp.2009.11.006>
- Duban, N., Aydogdu, B., & Kolsuz, S. (2017). STEAM implementations for Elementary School Students in Turkey. *Peer-Assisted Learning*, 3(2), 121.
- Farwati, R., Permanasari, A., Firman, H., & Suhery, T. (2018). Integrasi Problem Based Learning dalam STEM education berorientasi pada aktualisasi literasi lingkungan dan kreativitas. *Seminar Nasional Pendidikan IPA*, 1(1), 198–206.
- Felix, J. (2012). *SEJARAH SENI RUPA*. 3(9), 614–621.
- Gross, K., & Gross, S. (2016). TRANSFORMATION: Constructivism, Design Thinking, and Elementary STEAM. *Art Education*, 69(6), 36–43. <https://doi.org/10.1080/00043125.2016.1224869>
- Haladyna, T. M. (1997). *Writing Test Items to Evaluate Higher Order Thinking*. Allyn & Bacon.
- Hapizoh. (2019). Penerapan Discovery Learning Terintegrasi Stem Untuk Meningkatkan Hasil Belajar Peserta Didik SMP Negeri 26 Palembang. *Prosiding Seminar Nasional Pendidikan Program Pascasarjana Universitas PGRI Palembang*, 293–304.
- Hmelo, C. E., & Ferrari, M. (1997). The problem-based learning tutorial: Cultivating higher order thinking skills. *Journal for the Education of the Gifted*, 20(4), 401–422. <https://doi.org/10.1177/016235329702000405>
- Huitt, W., & Hummel, J. (2003). *Piagets Theory of Cognitive Development.pdf* (pp. 1–5).
- Ikhsan, O., & Norlia, M. S. (2005). *Kurikulum dan pengajaran sekolah rendah, aspek-aspek yang berkaitan*. Quantum Books.
- Jeon, M., Barnes, J., Fakhrhosseini, M., Vasey, E., Duford, Z., Zheng, Z., & Dare, E. (2017). Robot Opera: A modularized afterschool program for STEAM education at local elementary school. *2017 14th International Conference on Ubiquitous Robots and Ambient Intelligence, URAI 2017*, 935–936. <https://doi.org/10.1109/URAI.2017.7992869>
- Jho, H., Hong, O., & Song, J. (2016). An analysis of STEM/STEAM teacher education in Korea with a case study of two schools from a community of practice perspective. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1843–1862. <https://doi.org/10.12973/eurasia.2016.1538a>
- Johnson, C. C. (2012). Implementation of STEM Education Policy: Challenges, Progress, and Lessons Learned. *School Science and Mathematics*, 112(1), 45–55. <https://doi.org/10.1111/j.1949-8594.2011.00110.x>
- Kang, N.-H. (2019). A review of the effect of integrated STEM or STEAM

- Mirzaqon, A., & Purwoko, B. (2018). Studi Kepustakaan Mengenai Landasan Teori Dan Praktik Konseling Expressive Writing Library. *Jurnal BK UNESA*, 1, 1–8. <https://media.neliti.com/media/publications/253525-studi-kepustakaan-mengenai-landasan-teor-c084d5fa.pdf>
- Montessori. (2016). *What is Upper Elementary?* https://www.vfkhan.org/school_news/what-is-upper-elementary/#:~:text=The%20Upper%20Elementary%20is%20the,th%2C%20and%206th%20grades.
- National research council. (1996). National Science Education Standards. In *National Science Education Standards*. <https://doi.org/10.17226/4962>
- National research council. (2010). Exploring the Intersection of Science Education and 21st Century Skills. In *Exploring the Intersection of Science Education and 21st Century Skills*. <https://doi.org/10.17226/12771>
- National Research Council. (2011). Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas A Framework for K-12 Science Education : Practices, Crosscutting Concepts, and Core Ideas. In *National Academies Press*.
- National Science Board. (2014). Natural Science Board. *Engineering*.
- Oh, J., Lee, J., & Kim, J. (2013). Development and application of STEAM based education program using scratch: Focus on 6th graders' science in elementary school. *Lecture Notes in Electrical Engineering*, 240 LNEE, 493–501. https://doi.org/10.1007/978-94-007-6738-6_60
- Oner, A., Nite, S., Capraro, R., & Capraro, M. (2016). From STEM to STEAM: Students' Beliefs About the Use of Their Creativity. *Steam*, 2(2), 1–14. <https://doi.org/10.5642/steam.20160202.06>
- Osborne, J., Simon, S., & Collins, S. (2003). Attitudes towards science: A review of the literature and its implications. *International Journal of Science Education*, 25(9), 1049–1079. <https://doi.org/10.1080/0950069032000032199>
- Overby, K. (2011). *Student-Centered Learning*. 9.
- Park, H. J., Byun, S. Y., Sim, J., Han, H., & Baek, Y. S. (2016). Teachers' perceptions and practices of STEAM education in South Korea. *Eurasia Journal of Mathematics, Science and Technology Education*, 12(7), 1739–1753. <https://doi.org/10.12973/eurasia.2016.1531a>
- Park, N., & Ko, Y. (2012). *Computer Education 's Teaching-Learning Methods Using Educational Programming Language Based on STEAM Education **. 320–327.
- Partnership for 21st Century. (2017). *21St Century Skills Early Learning 21St Century Skills Early*. 20. http://static.battelleforkids.org/documents/p21/P21_ELF_Framework_Final_20pgs.pdf

- Partnership for 21st Century learning. (2015). *21st CENTURY STUDENT OUTCOMES*. 1–9. <http://www.p21.org/our-work/p21-framework>

Perignat, E., & Katz-Buonincontro, J. (2018). From STEM to STEAM: Using Brain-Compatible Strategies to Integrate the Arts , . *Arts Education Policy Review*, 119(2), 107–110. <https://doi.org/10.1080/10632913.2017.1300970>

Permendiknas No. 22. (2006). *Permendiknas No. 22*. 1–48.

Platz, J. (2007). *How do you turn STEM into STEAM? ADD THE ARTS*. October, 1–7.

Quigley, C. F., Herro, D., & Jamil, F. M. (2014). *Developing a Conceptual Model of STEAM Teaching Practices*. 1–12.

Quigley, C. F., Herro, D., King, E., & Plank, H. (2020). STEAM Designed and Enacted: Understanding the Process of Design and Implementation of STEAM Curriculum in an Elementary School. *Journal of Science Education and Technology*, 29(4), 499–518. <https://doi.org/10.1007/s10956-020-09832-w>

Ridwan, A., Rahmawati, Y., & Hadinugrahaningsih, T. (2017). STEAM INTEGRATION IN CHEMISTRY LEARNING FOR DEVELOPING 21ST CENTURY SKILLS. *MIER Journail of Educational Studies, Trends & Practices*, 7(2), 184–194.

Rileys, S. (n.d.). *What is STEAM Education?* Retrieved February 17, 2021, from <https://artsintegration.com/what-is-steam-education-in-k-12-schools/>

Rozi, F., & Hanum, C. B. (2019). Pembelajaran Ipa Sd Berbasis Hots (Higher Order Thinking Skills) Menjawab Tuntutan Pembelajaran Di Abad 21. *Seminar Nasional Pendidikan Dasar Universitas Negeri Medan*, 1(4), 246–311.

Ruseffendi, H. E. . (2006). *Perkembangan Pendidikan Matematika*. 1–40.

Saddhono, K., Sueca, I. N., Sentana, G. D. D., Santosa, W. H., & Rachman, R. S. (2020). The application of STEAM (Science, Technology, Engineering, Arts, and Mathematics)-based Learning in Elementary School Surakarta District. *Journal of Physics: Conference Series*, 1573(1), 0–7. <https://doi.org/10.1088/1742-6596/1573/1/012003>

Sani, R. A. (2019). *Pembelajaran Berbasis HOTS*. https://books.google.co.id/books?hl=en&lr=&id=GrfrDwAAQBAJ&oi=fnd&pg=PR5&dq=kreativitas+higher+order+thinking+skills&ots=kHvQOT4xx6&sig=2KSVdJJqH9rL5wIWwqXJuEzdc20&redir_esc=y#v=onepage&q=kr&eattivitas higher order thinking skills&f=false

Sari, M. (2020). Penelitian Kepustakaan (Library Research) dalam Penelitian Pendidikan IPA. *Natural Science: Jurnal Penelitian Bidang IPA Dan Pendidikan IPA*, 6(1), 41–53. <https://ejournal.uinib.ac.id/jurnal/index.php/naturalscience/article/view/1555/1159>

- Starzinski, A. (2017). *Foundational Elements Of A Steam Learning Model For Elementary School*. 146.
- Sukardjono. (2000). Hakikat dan Sejarah Matematika. *Filsafat Dan Sejarah Matematika*, 1–44.
- Supardi. (2013). *Applikasi Statistika dalam Penelitian : Konsep Statistika yang Lebih Komprehensif*.
- Suprapto, N., Sunarti, T., Suliyanah, Wulandari, D., Hidayatullaah, H. N., Adam, A. S., & Mubarok, H. (2020). A systematic review of photovoice as participatory action research strategies. *International Journal of Evaluation and Research in Education*, 9(3), 675–683.
<https://doi.org/10.11591/ijere.v9i3.20581>
- Yakman, G. (2008). *STEAM EDUCATION: AN OVERVIEW OF CREATING A MODEL OF INTEGRATIVE EDUCATION*.
- Yakman, G., & Lee, H. (2012). *Exploring the Exemplary STEAM Education in the U.S. as a Practical Educational Framework for Korea*.
- Yoon, M. B., & Baek, J. E. (2018). Development and application of the STEAM education program based on the soccer robot for elementary students. *International Journal of Mobile and Blended Learning*, 10(3), 11–22.
<https://doi.org/10.4018/IJMBL.2018070102>
- Young, V. M., House, A., Wang, H., Singleton, C., & Klopfenstein, K. (2011). Inclusive STEM Schools : Early Promise in Texas and Unanswered Questions. *The Committee on Highly Successful Schools or Programs for K-12 STEM Education*, 1–34.
http://sites.nationalacademies.org/cs/groups/dbassesite/documents/webpage/dbasse_072639.pdf
- Zed, M. (2014). *Metode Penelitian Kepustakaan*.