## The Innovative Blended Learning Model Gawi Manuntung To Increase Society 5.0 Skills In Elementary School Students

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## **ABSTRACT**

This study aims to produce an innovative blended learning model and describe its effectiveness in improving students' society 5.0 skills. The innovative learning model is given the acronym GAWI MANUNTUNG, which stands for Group, Analysis, Work together, Inform, Solve the problem on outdoor, Actualization of the solution, Battle games, Unity on role play, Manage conclusion, and Invent the creation. Furthermore, the Research and Development (R&D) mixed with the quasi-experiment method was used. The R&D uses the type 4D (define, design, develop and disseminate), while the quasi-experiment was utilized to determine the increase of students' society 5.0 skills. The subjects include 400 students of elementary school students in South Kalimantan, Indonesia. The research variables include critical thinking, problem-solving, creative thinking, innovation, communication, collaboration, information literacy, media literacy, technological literacy, leadership, productivity, flexibility and adaptability, initiative, social skills, and respect for differences. The tests and non-test techniques were used to collect data on students' society 5.0 skills which were analyzed qualitatively and quantitatively. The results showed that the quality evaluation of the learning model was at a very good level (X= 4.5) (SD = 0.13), which implies that the blended learning GAWI MANUNTUNG is valid, reliable, and feasible to be implemented. Meanwhile, there was an increase in society's 5.0 skills from the pretest to the post-test. This study concludes that the society 5.0 skills of students can be increased through the blended learning GAWI MANUNTUNG.

**Keywords:** blended learning, GAWI MANUNTUNG, society 5.0 skills, elementary school.