

ABSTRACT

Abstract : The effect of Logo Programming Language for creativity and problem solving was investigated. One hundred and twenty-eight grade students were assigned to the first group of Logo experiment, the second group of Logo experiment and control group. They were pretested to assess receptive fluency (FLU), flexibility (FLX), originality (ORG), elaboration (ELA), logical word problem solving skill (LWT), figural problem solving skill (FPST). After 4 weeks of treatment, Independent sample T-Test revealed a statistically reliable difference for the mean ORG, LWT and FPST in posttest 1 score between the first group of Logo Experiment and Control groups were significant difference. After that the second group of Logo experiment got treatment for a second month. The results in posttest 2 showed the mean student's FLU ($F=4.966, p=.008$), FLX ($F=4.815, p=.010$), ORG ($F=6.913, p=.001$), and ELA ($F=12.942, p=.000$), LWT ($F=5.98, p=.003$) among the first group of Logo Experiment, the second group of Logo Experiment and Control group were significant difference. This study shows that the use of Logo programming to enhance creativity and problem solving was not affected by gender, culture, parents' education and school's fee. The other result of this study showed that increased creativity and problem solving were not influenced by the help of parents and tutors. An implication is that certain Logo Programming may opportunities for improvement of creativity and problem solving skill in using IT for the Indonesian's elementary school.(E)

Keyword : *Logo Programming Language, creativity, problem solving skill, turtle geometry, computer programming for education*