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### Analysis of Students' Higher Order Thinking Skills in Solving The Contextual Problem

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**Abstract.** This study aimed was to analyze students' higher order thinking skills in solving the contextual problem. The study was conducted at one private high school in Yogyakarta from October to November 2017. The type of research used in this research was descriptive qualitative. The research subjects in this study were 6 students selected based on the resemblance of student answers. However, in this paper will be discussed 2 subjects. The methods of the data collection in this research were written test and interview. Data analysis technique used in this research were data reduction, data display, and verification or conclusion. The contextual problem used in this study related to the counting rules material consisting of 1 problem. The results of research indicated that subject 2 (S<sub>2</sub>) already has a higher order thinking skills namely analyzing and evaluating. While the subject 1 (S<sub>1</sub>) does not yet has a higher order thinking skills.

**Keywords:** Analysis, Higher Order Thinking Skills, Contextual Problem.

#### INTRODUCTION

Facing the era of globalization and technological development as it is today, it takes a reliable human resources who have critical, systematic, logical, creative thinking and willingness to cooperate effectively [1]. Different types of thinking skills as mentioned above are the basis for higher order thinking skills. Higher order thinking skills will occur when a person associates new information with information already stored in his memory and connects it, rearrange and develop the information to achieve a goal or find a solution of a situation that is difficult to solve, such as determining policies, problem solving skills, decision making abilities, and entrepreneurial skills [2]. Thus, higher order thinking skills need to be trained and developed early on.

Higher order thinking skills can be trained and developed in the learning process, especially math learning in schools. According to Susanto, the purpose of learning mathematics in schools is intended so that students are not only skilled at using mathematics, but can provide supplies to students with the emphasis of reasoning in the application of mathematics in everyday life in the midst of society where students live. Furthermore, Susanto explained that by studying mathematics, students will reason critically, creatively, and actively [3]. All of the above will be realized if the students are more active role in the learning process.

In addition, Shadiq reveals that learning mathematics should be started with the introduction of problems in accordance with the situation (contextual problem) [2]. Contextual problems emphasize the use of higher order thinking, meaning that by working on contextual problems, problems that require reasoning, argumentation and creativity in solving them, it is hoped that higher order thinking skills will be more trained and evolving.

ME-225

# Analysis of Students' Higher Order Thinking Skills in Solving The Contextual Problem

*by Andy Rudhito M*

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### INTRODUCTION

Facing the era of globalization and technological development as it is today, it takes a reliable human resources who have critical, systematic, logical, creative thinking and willingness to cooperate effectively [1]. Different types of thinking skills as mentioned above are the basis for higher order thinking skills. Higher order thinking skills will occur when a person associates new information with information already stored in his memory and connects it, rearrange and develop the information to achieve a goal or find a solution of a situation that is difficult to solve, such as determining policies, problem solving skills, decision making abilities, and entrepreneurial skills [2]. Thus, higher order thinking skills need to be trained and developed early on.

Higher order thinking skills can be trained and developed in the learning process, especially math learning in schools. According to Susanto, the purpose of learning mathematics in schools is intended so that students are not only skilled at using mathematics, but can provide supplies to students with the emphasis of reasoning in the application of mathematics in everyday life in the midst of society where students live. Furthermore, Susanto explained that by studying mathematics, students will reason critically, creatively, and actively [3]. All of the above will be realized if the students are more active role in the learning process.

In addition, Shadiq reveals that learning mathematics should be started with the introduction of problems in accordance with the situation (contextual problem) [2]. Contextual problems emphasize the use of higher order thinking, meaning that by working on contextual problems, problems that require reasoning, argumentation and creativity in solving them, it is hoped that higher order thinking skills will be more trained and evolving.

However, one tendency that often happens was to forget that the essence of learning was the learning of students and not the teacher's learning [4]. The learning process in schools also still refers to lower order thinking skills. Teaching methods used were lectures so students become passive. In addition, examples, exercises and repetition problems tend to test the less memory aspects of students' higher order thinking skills. Thus, students' higher order thinking skills were difficult to develop and were not trained. This also causes students to feel difficult if given a problem that demands reasoning and was slightly different from that learned. Of course this makes the achievement of students, especially in the learning of mathematics was still relatively low. It was also evidenced from the results of a survey on student achievement that was carried out internationally namely Trends in International Mathematics and Science Study (TIMSS) and Program for International Student Assessment (PISA). The survey results show that the value of Indonesian students was still far below the average.

Therefore, teaching and learning process conducted in schools should demand and direct students to use higher order thinking skills. The process of developing higher order thinking skills can be done in various ways. For example, the process of learning more demanding student activeness, giving questions that require reasoning, argumentation and creativity in solving it and of course the learning process that refers to higher order thinking skills. Based on the problems that have been described above, researchers interested in conducting research related to the analysis of students' higher order thinking in solving the contextual problem.

## CONTEXTUAL PROBLEMS AND HIGHER ORDER THINKING SKILLS

### Contextual Problems

The word of "contextual" comes from the "context" in the Big Indonesian Dictionary Created two meanings: 1) the part of a description or sentence that can replace or add to the clarity of meaning; 2) call related to the situation [5]. Contextual meaning in learning is able to bring students to achieve learning objectives (mastery of learning materials) that are relevant to them, and meaningful in life. A problem is said to be contextual if the problem is related to situations that children can understand in terms of their prior knowledge.

According to De Lange, the purpose of the use of context is to sustain the implementation of the guided reinvention process (modeling, concept, application, and practicing certain skills). In addition, the use of context can make it easier for students to recognize problems before solving them. Context can be raised not necessarily at the beginning of learning but also in the middle of the learning process, and at the time of assessment [6]. Furthermore, De Lange reveals that the contextual math problem is a mathematical problem that uses a variety of contexts so as to present situations that have been experienced for students. In that case, the context must be in accordance with the mathematical concepts being studied. Context itself can be interpreted by the situation or phenomena / natural events associated with the concept of mathematics that is being studied [6].

In general, in Indonesia's Realistic Mathematics Education, the context is useful for the formation of concepts, namely access and motivation to mathematics, modeling, providing tools for thinking, using procedures, notations, drawings and rules, reality as the source and application domain, and specific skills training at certain situations [7].

According to De Lange there are four kinds of context or situation problems [6], namely:

1. Personal Students, situations relating to the daily life of students both at home with family, with friends, classmates and fun.
2. School or academic, situations related to academic life in schools, in classrooms, and activities related to the learning process.
3. Community or Public, situations related to the life and activities of the surrounding community where the student lives.
4. Scientific or mathematical, situations relating to phenomena and substances scientifically or related to mathematics itself.

In Indonesia's Realistic Mathematics Education, De Lange grouped contextual questions into three parts [6], namely:

1. No context at all.  
In this group, the question of not using the context at all, directly in the formal form of mathematics.
2. Context Dress-up (camouflage)  
In this group, the usual problem is changed using the language of the story so it feels that the matter has a context.
3. Context that is relevant to the concept  
Here, the question really has a context relevant to the mathematical concept being studied.

In addition, De Lange shares the difficulties of contextual math for students into three levels [6], namely:

1. Level I: Easy - Reproduction, definitions, standard procedures, and facts. At this level, it takes only one mathematical concept. In addition, at this level there is no context or if there is only camouflage, meaning mathematical operations are added context.
2. Level II: Medium - Combination, integration, connection. The question at this level requires at least two mathematical concepts. This type of problem tends to be a problem-solving. At this level, context serves as a tool for organizing, structuring and solving a reality problem.
3. Level III: Difficult - Mathematization, reasoning, generalization, modeling. The mathematical concept needed to answer the question at this level is the same as at level 2. Only, at this level the questions are directed towards generalization and modeling. At this level, the context serves as a characteristic of the process of mathematization.

### Higher Order Thinking Skills

Higher order thinking skills basically means thinking that occurs in higher cognitive processing. Higher order thinking skills patterns involve the transformation of information and ideas. This transformation occurs when students combine facts and ideas and synthesize, generalize, explain, hypothesize or arrive at conclusions or interpretations.

Higher order thinking skills occurs when a person gets new information and the information is stored in memory and then the information is linked to each other, developed to achieve a goal or to obtain possible answers in confusing situations [8].

According to Krathwohl, HOTS (*Higher Order Thinking Skills*) goes at the level of Analyze, Evaluate and Create. Here is the HOTS (Higher Order Thinking Skills) dimension [9]:

1. Analyze, divided into:
  - a. Differentiating: the ability to differentiate and discover which parts are important and not important.
  - b. Organizing: the ability to determine how one element matches the other and is able to determine the function of that element in a full section.
  - c. Atributing: the ability to see from different angles and values held.
2. Evaluate, divided into:
  - a. Checking: the ability to see consistency between processes and outcomes.
  - b. Critiquing: the ability to see inconsistencies between outcomes and external criteria.
3. Create, divided into:
  - a. Generating: the ability to generate an alternative hypothesis based on criteria.
  - b. Planning: the ability to design a procedure to achieve a particular goal.
  - c. Producing: the ability to produce a product or something new.

In addition, the test questions are prepared based on the HOTS (Higher Order Thinking Skills) indicator and Basic Competencies [10]. The HOTS (Higher Order Thinking Skills) indicator is synthesized from critical and creative thinking indicators. The indicator in question is as follows:

1. Identify and link relevant information from a situation / problem.
2. Make the right conclusion based on information from a situation / problem.
3. Find consistency / inconsistency in an operation / product.
4. Assess a relevant operation / product based on criteria / standards.
5. Integrating ideas / strategies to solve a problem.
6. Using the right idea / strategy to solve a problem.
7. Develop or create new alternatives to solve a problem.

According to Lewis and Smith, to achieve higher order thinking skills in a learning can be influenced by various factors [8], among others:

1. Differences in the level of knowledge and teaching skills among teachers. The more highly educated and experienced a teacher will have an effect in teaching higher order thinking skills to the learner. Teachers who have understood more pedagogic issues as well as become experts in the field will provide the learning process by making higher order thinking skills as teaching objectives and will be taught with more frequencies than those with less knowledgeable and skilled teachers.
2. The influence of the environment. For example, the bureaucratic rules that teachers teach by today's human resources give meaning to the development of a country. As a result, the growing times, the increasing demand

for young people to have such impressive skills as high-level thinking. The definition of higher order thinking skills has some implications in life. This impilkasi one of them found in the teacher, among others:

- Learning to be effective in mastering higher order thinking skills is paramount for everyone, higher order thinking is not a skill that only a gifted child possesses and overwhelms. So, everyone needs to develop it.
- Whether an activity requires high-level thinking skills, it depends on the intellectual history of a learner.
- Evaluating the higher order thinking skills of learners becomes an important thing. Therefore, teachers need to present situations or questions that learners can not easily answer simply by remembering information.
- Teaching the basics of higher order thinking skills may be intertwined in classroom learning.
- Helping learners to understand the difficulty level in developing higher order thinking skills is important.

## METHOD

The type of research used in this research was descriptive qualitative. The study was conducted at one private high school in Yogyakarta from October to November 2017. The research subjects in this study were 6 students selected based on the resemblance of student answers. However, in this paper will be discussed 2 subjects. While the object of research was the analysis of higher order thinking skills in solving the contextual problem. The contextual problem used in this study related to the counting rules material consisting of 1 problem.

The methods of the data collection in this research were written test and interview. The data obtained were then analyzed to see students' higher order thinking skills in solving the contextual problem. In addition, interview results were used to determine the thinking process of students in solving the contextual problem. Data analysis technique used in this research were data reduction, data display, and verification or conclusion.

## RESULTS AND DISCUSSION

The contextual problem developed in this study related to the counting rules material consisting of 1 problem. This contextual problem was included in the level of analyzing and evaluating. The problem was as follows:

Pedro playing with blocks of the same size. The blocks consists of 3 green blocks, 3 red blocks, and 2 blue blocks. Find how many ways to set the blocks on a tower if:

- all red blocks are adjacent
- no adjacent green blocks
- the top and bottom blocks are the same color
- three adjacent red blocks and two blue blocks should not be adjacent

### The Analysis of Subject 1 (S1)

The analysis of subject 1 (S1) was as follows:

$$a. 3! \times 3! = 3 \times 2 \times 1! \times 3 \times 2 \times 1!, = 4320$$

FIGURE 1. Answer for problem 1.a

From the results of work a, it appears that S1 made a mistake in answering the question. S1 less accurate in reading the problem. S1 considered the problem can be solved using the concept of permutation with different elements. In fact, if the question was scrutinized there was a sentence that says that "the blocks are the same size". Thus, the problem should be done using the concept of permutation with the same element.

$$b. 3! \times 3! \times 2! = 72$$

FIGURE 2. Answer for problem 1.b



From answer b, seen S1 made a mistake. From the answer S1 assume that the problem b can be solved with the concept of permutation with different elements. In fact, the problem must be done using the concept of permutation with the same element. In addition, there was a condition that says there were no adjacent green blocks. So to solve the problem requires several steps. The first step was to find the total way of arranging the blocks if there was no requirement of using the permutation concept with the same element, the second step looks for how to set the blocks if all the green blocks are adjacent, and the last step is to reduce the total way of arranging the blocks if there was no provision how to set the blocks if all green blocks were adjacent.

Handwritten solution for problem 1.c:

$$c. 6! = 720 \text{ cara}$$

Below the calculation is a diagram of a row of 8 blocks. The first block is labeled 'M' and the last block is labeled 'M'. The blocks in between are labeled 'P', 'G', 'S', 'A', 'Z', 'I'. Above the first and last blocks is the word 'Paling'. Below the first and last blocks is the word 'Guaah'.

FIGURE 3. Answer for problem 1.c

From the work c, S1 made a mistake in solving the problem. S1 still uses the concept of permutation with different elements in solving the problem. From the answer, S1 only answer if the top and bottom of the blocks was red. Whereas the question c wants that the top and bottom blocks were the same color. Because there were 3 colors of red, green and blue then it should be searched how many ways to set the blocks for each color by using the concept of permutation with the same element. Then the result of each color should be added.

Handwritten solution for problem 1.d:

$$d. 3! \times 7! = 5040 \times 6 = 30240$$

FIGURE 4. Answer for problem 1.d

From the results of work d, it appears that S1 made a mistake. The concept that S1 uses in solving the problem d erroneously. Like the previous problem solving, S1 uses the concept of permutation with different elements to solve the problem. In addition, S1 does not pay attention to the question command well.

Based on the results of the interview, it was known that S1 experienced confusion in interpreting the problem. S1 does not understand the phrase that says "the blocks were the same size". so, S1 uses the concept of permutation with different elements in solving the problem.

From the results of the analysis, it was known that S1 has not been able to identify and link relevant information from the problem. S1 has not been able to make the right conclusion based on the information of the problem. S1 has not been able to integrate ideas / strategies to solve problems. S1 also has not been able to develop or create new alternatives in solving problems. Therefore, it can be deduced that S1 has not been able to reach the stage of analyzing, and evaluating perfectly which means the higher order thinking skills of S1 was still relatively low.

### The Analysis of Subjek 2 (S2)

The analysis of subject 2 (S2) was as follows:

Handwritten solution for problem 1.a:

On the left, there is a diagram of a row of 6 blocks. The first block is labeled 'M', the second is labeled 'M', the third is labeled 'M', the fourth is labeled '2', the fifth is labeled '3', and the sixth is labeled '4'. To the right of the diagram is the calculation:

$$n = \frac{6!}{3!2!}$$

$$p = 60 \text{ cara}$$

FIGURE 5. Answer for problem 1.a

From the results of the work, the first step made by S2 was to group the red blocks in one place and make 5 lines used to put the blocks other than red. S2 writes  $n = 6$  indicating the number of places the blocks will fill. Based on the results of interview S2 know  $n = 6$  because red blocks have the same size. So, the 3 beams are counted to 1. Therefore, the number of places to be filled is no longer 8 but 6 places.

b.)  $n=8$   $m=3$   $h=3$   $P = \frac{8!}{3!3!2!} = \frac{8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1}{3 \times 2 \times 1 \times 3 \times 2 \times 1 \times 2 \times 1} = 560$   
 $\text{maka} = 560 - a$  (jumlah cara jika semua blok merah = jumlah blok hijau)  
 $= 560 - 60 = 500 \text{ cara}$

FIGURE 5. Answer for problem 1.b

In solving the problem b, the first step made by S2 was to find the total way of arranging the blocks if there was no condition whatsoever. Then S2 looks for how to set the blocks if all the green blocks were next to each other. Furthermore, the total way of arranging the blocks if there was no condition was reduced by the number of ways to set the blocks if all green beams were contiguous. During the interview process, S2 explained that to get an answer b there were several steps that must be done as written on the answer sheet. S2 does not need to recalculate the number of ways to set the blocks if all the green blocks were adjacent because the S2 has got information from a problem where the red blocks and green blocks have the same amount.

c.)

1.) Berwarna Sama Biru =  $n=6$   $m=3$   $h=3$   
 $P = \frac{6!}{3!3!} = 20 \text{ cara}$

2. Berwarna Sama Merah =  $n=6$   $m=3$   $h=3$   
 $P = \frac{6!}{3!3!} = 60 \text{ cara}$

3. Berwarna Hijau Sama = Berwarna Merah Sama = 60 cara

total =  $60 + 60 + 20 = 140 \text{ cara}$

Figure 7. Answer for problem 1.c

From the work c, the first step of S2 was to make an illustration like the picture above. The illustrations help the S2 know that there were 3 steps that must be done to solve the problem. S2 calculates the number of ways to set the blocks if the topmost blocks and the lowest blocks were blue. Then S2 calculates the number of ways to set the block if the topmost blocks and the lowest blocks were red. Furthermore, S2 calculates the number of ways to set the blocks if the topmost block and the lowest blocks were green. Then, S2 sums up the results. During the interview process, S2 explained that S2 does not need to recalculate the number of ways to set the blocks if the topmost block and the lowest blocks were green because the S2 has been informed on the previous calculation. It was known S2 because the green block and red blocks have the same amount. S2 says that there was a mistake



that S2 do the writing on the calculate the number of ways to set the blocks if the topmost blocks and the lowest blocks were red. Should be 2! but written 3!.

Handwritten work for problem 1.d. The student calculates the number of ways to set the blocks if the topmost and lowest blocks were red. The calculation starts with  $p = 60$  cara (seperti soal a). Then it shows a calculation for the number of ways to set the blocks if the topmost and lowest blocks were red, resulting in  $40$  cara. The work includes various annotations in Indonesian, such as 'blok biru persis di atas' and 'blok merah persis di bawah'.

Figure 8. Answer for problem 1.d

To solve the problem d, S2 does 3 steps of completion. The first step of S2 rewrote the answer he got to the answer on a. Based on the results of the interview, the information in question a was required to obtain a solution on the problem d. The second step, S2 calculates the number of ways to set the blocks if all the blue blocks were adjacent when all the red blocks were also contiguous. Next, S2 subtracts the result in the first step with the result in the second step.

S2 managed to answer the questions correctly. From the analysis it can be seen that S2 was able to identify and relate relevant information from the problem. S2 was able to make the right conclusion based on information from the problem. S2 was able to integrate ideas / strategies to solve problems. S2 was able to develop or create new alternatives in solving problems. Therefore, it can be deduced that S2 has reached the stage of analyzing and evaluating which means higher order thinking skills of S2 was high.

Based on the results of interviews, S1 and S2 said that the problem was easy to understand, sentences per sentence contained in the problem easy to understand and does not cause multiple interpretations. It's just that you need to add the word "from" so the problem becomes "Pedro was playing with the same sized blocks. The blocks consists of 3 green blocks, 3 red blocks, and 2 blue blocks. Find the number of ways to set the blocks on a tower if: (a) All adjacent red blocks, (b) No green blocks were overlaid, (c) the top and bottom blocks were the same colours, (d) the third red blocks adjacent and the two blue blocks were not adjacent.

## CONCLUSION

The results of the analysis indicated that subject 2 (S<sub>2</sub>) already has a higher order thinking skills namely analyzing and evaluating. While the subject 1 (S<sub>1</sub>) does not yet has a higher order thinking skills.

## ACKNOWLEDGMENT

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