**USE OF PROJECT BASED LEARNING MODEL TO INCREASE CREATIVITY AND LEARNING OUTCOMES GRADE IV SDN TANJUNG MULYA 1 DISTRICT DISTRICT PAKENJENG GARUT**

(Class Action Research on science learning material and energy usage Academic Year 2015/2016)

**By**

**Anisa Fitria Rahmawati**

**125060293**

**ABSTRACT**

Concerns expressed in the class researchers that student learning outcomes are still low, because the teachers do not use models of learning and teachers rarely use props or media learning science so the results, students are less interested to learn science. Therefore, the researchers used a model Project Based Learning which aims to see if creativity and student learning outcomes energy materials and increased use of class IV when used model of Project Based Learning in science learning. Research conducted at SDN Tanjung Mulya 1 Pakenjeng District of Garut district, with a population of fourth grade students numbered 20 students. The research conducted is Classroom Action Research (PTK) using the theory Kemmis and McTaggart consisting of two cycles with the stages of planning, action, observation and reflection. The results showed an increase in creativity persentse fourth grade students with an average value of the first cycle of 62 categorized enough and the second cycle of 92 categorized as very good. Additionally in the first cycle of students who achieve 70 new KKM 10 people or 50% of students from 20 students, while in the second cycle were 19 people or 95% of students reached the KKM 70 of 20 students. For planning and implementing the action also increased the average, ie the first cycle lesson plans 3.92 (very good), the implementation of learning researcher 3.82 (very good), and the implementation of student learning 3.94 (very good). In the second cycle learning plan 3.6 (very good), the implementation of learning researcher 3.82 (very good), and the implementation of student learning 3.94 (very good). Seeing the results achieved prove that learning by using Project Based Learning models used educators have succeeded. Buoyed by the increase in percentage and average in each cycle.

Keywords: Creativity, learning outcomes and model of Project Based Learning