APPLICATION INQUIRY LEARNING MODEL TO KNOW CURIOSITY
AND STUDENT LEARNING OUTCOMES IN SOCIAL SCIENCES
MATERIAL LAY HOUSE
(classroom Action Research in Class I Grade Primary School of Purwamekar 1, in
the subdistrict Rawamerta, district karawang)

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ABSTRACT

This study aims to increase curiosity and student learning outcomes I grade towards learning social class about the material lay house that against the background of the continuing low curiosity and student learning outcomes to the learning material. This research uses design models Class Action Research consisting of II cycle. Each cycle includes the stages of planning, action, observation and reflection. These results indicate that an increase in curiosity and student learning outcomes revealed by the study showed an increase in each test. The post-test results showed an increase in the first cycle of 30,4%. Results postes second cycle showed a significant increase, in the second cycle students who reach the KKM as much as 100%, an increase of 59,6% from the post-test cycle I. As for the curiositu of student assessment results are declared himself active in the study on the first cycle is 52,2%. In the second cycle 100% of students claim to active in the study. This means that an increase in curiosity attitude perceived by the students themselves after following the learning process by using a model of Inquiry. and than students towards learning activity looks effective, it is evident from the activity of students in the learning process, students actively participate in teaching and learning process and use of instructional media. Learning students' response to very positive, eager and happy students in learning and are able to master classes. Thus the conclusion of the research is to increase the curiosity and student learning outcomes through the implementation of the results of the posttest first cycle second cycle showed good improvement, the results of the implementation of the second cycle postes show students that reached as much as 100% KKM, it exceeds targets the authors determined that 80%.

Keywords: *Inquiry,* curiosity, Learning Outcomes.