MODEL APPLICATION DISCOVERY LEARNING AND MOTIVATION TO IMPROVE STUDENT LEARNING OUTCOMES IN LEARNING TEACHING MATERIALS IPS COMMUNICATION TECHNOLOGY DEVELOPMENT AND TRANSPORTATION

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ABSTRACT

This research was conducted in SDN Kebon Baru 2 JL. Veteran No. 28 Cirebon with research subjects with the number of fourth graders 24 people. This study aims to improve motivation and learning outcomes of students in learning the material IPS Communication Technology Development and Transport by applying the model of Discovery Learning. The research was based on the lack of motivation and student learning outcomes. Based on the results of preliminary observations made that the learning process in class the students do not understand the material presented as cool chatting with friends classmates, besides the lack of media that are not attractive to use and less than optimal in the use of learning model. This study uses a model of Discovery Learning consists of six rare ie 1. Stimulation (stimulation / Award rangsangan), 2. promblem statmen (question / problem identification), 3. Data collection (data collection), 4. Data processing (data processing) 5. Verification (proof), 6. generalization (generation / draw conclusions). Flow used in this study consisted of three cycles. Each cycle consists of two meetings. Based on the reflection carried out, data that showed an increase of each cycle, namely, assessment of learning implementation plan (RPP) the first cycle of 50% and the second cycle by 75%. While the implementation of learning the first cycle of 70% and the second cycle by 80%. Increasing students' motivation by 63% the first cycle and the second cycle by 82%. While student learning outcomes by 45% the first cycle and the second cycle by 75%. The conclusion from this study is that the use of models in the Learning discovery learning meteri IPS on the development of communication technology and transport can improve motivation and learning outcomes of fourth grade students of SDN Kebon Baru 2 Cirebon.

Keywords: 1. Model Discovery Learning,

2. Motivation,

3. student learning.