

**USE OF DISCOVERY LEARNING MODEL FOR INCREASE  
CREATIVITY AND THE RESULT OF STUDENTS' LEARNING IN  
SCIENCE KNOWLEDGE SKELETON MATERIALS.**

**(Classroom Action Research in Class IV Semester I The SDN Kertabasuki II  
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**ABSTRACT**

The purpose of this research to measure and increase the creativity and the result of students' learning in science knowledge especially the skeleton materials, Both before and after application of the discovery learning model. The background of the research is the students have the lowest score of the science since the teacher preparation and the lessening of students' creativity and the use of students' learning that incorrect based on the problem so the reseacher applicated the classrom action research by the usage of discovery learning model. the classrom action research Consist of two sicluses in Kertabasuki 2 elementary school four grades with 33 respondents. The researcher used questionnaire observation to know students' response, students' acitivities, teacher document analysis, teacher activity and test. The result of the research refers to the increase of student's learning, it can be seen from the result of students' learning, questionnaire of students' response, students' acitivities, teacher activity and teacher document analysis. th first siclus showed result of post test achieve KKM 60.60% meanwhile the second siclus showed the icreasing of the students' value achieve 90.90% so the use of discovery learning model is very effective to applicate in science about the skeleton materials. the result of students' activity an students' responce showed good categories. according to research above, the conclusion is the use of discovery learning Model can increase the result of students' creativity and learning. The reseacher hopes that the teacher try to applicate this learning model to the other materials for increasing the creativity and the next students' learning.

Keywords: Discovery Learning, Creativity, the result of students' learning