INCREASE CREATIVITY AND LEARNING OUTCOMES GRADE IV SDN TEGALEGA TEMA 2 ALWAYS SAVE ENERGY THROUGH PROJECT BASED LEARNING MODEL

(Classroom Action Research In fourth grade student SDN Tegalega Astanaanyar District of Bandung)

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ABSTRACT

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This research was motivated by problems of lack of creativity and student learning outcomes in learning Thematic Energy Frugality Always themes subthemes All Kinds Of Energy Sources. The purpose of this study to increase creativity and improve student learning outcomes in learning Thematic Energy Frugality Always themes subthemes All Kinds Of Energy Sources. This study uses classroom action research consisted of two cycles. Subjects were Tegalega Elementary School fourth grade, as many as 30 people, consisting of 11 men and 19 women. The results of the study in the first cycle for the percentage of students achieving mastery creativity 67% of the total number of students with enough categories, and the second cycle of creativity completeness percentage of students achieving 90% of the total number of students with very good category. The results of the first cycle of learning the number of students who pass the KKM reach as many as 23 people or 76% of the 30 students and students who have not completed KKM reach as many as 7 people or 24% of the total number of students. In the second cycle students who achieve KKM many as 27 people or around 90% of 30 students and students who do not reach KKM many as 3 people or 10% of the total number of students. The conclusion of this study is the use of models Project Based Learning can increase creativity and learning outcomes Elementary School fourth grade students Tegalega on thematic learning Theme Subtheme Always Frugality Energy and Various Kinds of Energy Resources.

Keywords: Model Project-based Learning, Creativity, Learning Outcomes.