ABSTRACT

LINTAR MARYOCMAN.2016. PENERAPAN METODE PEMBELAJARAN SNOWBALL THROWING DALAM MENUMBUHKAN KREATIVITAS BELAJAR SMA NEGERI 1 TEMPURAN KARAWANG

Keywords: Application, Learning Method Throwing Snowball.

The education process is the seedbed of the moral life of a society as well as moral revitalization of the community itself. The role of education is considered very important to produce quality human resources School as a social institution must be conducive to be able to develop a creative personality, therefore, education has important meaning in everyday life for all mankind. Researcher using model Snowball Throwing is a learning model the sharing of some group, then each member of the group to split a question on a piece of paper shaped like a ball, then the ball is thrown to the learners during the duration of the specified time, which in turn each students answered questions from the ball that it generates. For the research methods that researchers use research is a class action, class action research is an action research (action research) carried out by the teacher in the classroom. Action research is essentially a series of "research-action-research-action-research-action -.... ff." Conducted in a cycle in order to solve the problem, until the problem was solved. (Prof. Dr. monochromatic, M.Psi, 2013, p. 5). The results of the research that has been obtained from the field researchers showed research results in the first cycle of post test results obtained an average score of 68.48% of learners in which 14 students who completed the study and 19 learners have not completed the study, the post test results of the second cycle of 90.09% where of 33 students completed all. Thus it can be concluded that by using model throwing snowball can improve learning outcomes of students in the subject of Civics. Based on the results of research in the field by using model snowball throwing the creativity of learners to be increased for students who are new to the model lesson in the learning process on the subjects of Civic Education. Because using the model tersubut learners can learn while playing.