

## **ABSTRACT**

### ***Application of Problem Based Learning to Increase Student Outcome Class IV Drawati 04 State Elementary School in Bersyukur atas Keberagaman Subtheme***

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*In process of learning at school less of effective. The method that teacher used still conventional method, when the teacher is the main source of learning. Now the educators it tends to planting the concept than understanding. Student learning activity rarely seen because students just accept what the teacher say. Because of that learning feel bored. To that end, need to effort a variation of learning model that can use so the students become more active in learning process so that students outcome can be increase. The one of the correct learning model is applicate Problem Based Learning that can be the solution for this research. The purpose of this research is to know the increase in the student outcome in bersyukur atas keberagaman subtheme. This research is Class Action Research (CAR). Research carried out ini Drawati 04 State Elementary School Bandung Regency we research ranging from 2016 february to september, it consist of 2 cycle. Gathering data method that used in this research is observation, test, survey, dan interview that analyze by find the percentage and average. Research target declared work, if the learning aspect can done well that observe by the observer minimum achieve 80%, student curiosity having an increase as much as 85% with good category, and then student outcome achieve 85% with good category. The results of the overall had achieve the specified target. In cycle I the learning aspect achieve 72% having an increase as much as 87% in cycle II. In cycle I students affective achieve 59% with average value 66 having an increase in cycle II as much as 86% with average value 75. In cycle I students psychomotor achieve 64% with average value 78 having an increase in cycle II as much as 91% with average value 79. In cycle I students cognitive achieve 64% with average value 76 having an increase in cycle II as much as 91% with average value 88. Students curiosity in cycle I achieve 68% with average value 76 having an increase in cycle II 95% with average value 82. Based on these results it is the application of model Problem Based Learning can increase students outcome and curiosity in bersyukur atas keberagaman subtheme.*

**Keywords:** *Problem Based Learning, students outcome, curiosity*