MODEL APPLICATION FOR DISCOVERY LEARNING TO IMPROVE ACTIVITY AND STUDENT LEARNING OUTCOMES USE NATURAL RICHES IN INDONESIA

(Cassroom Action Research In Elementary School fifth Sekelimus Bandung)

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ABSTRACT

This study aims to improve activity and student learning outcomes by using a model of Discovery Learning in subtema these resources in Indonesia. The research was conducted in the fourth grade SDN Sekelimus Bandung and motivated students state that fails to demonstrate the activity and results of learning in the learning process is still much below the KKM. This study uses a Class Action Research (PTK) by using a system composed cycle of planning, implementation, observation, and reflection. This study was conducted in three cycles with two meetings in each cycle and applying the learning model Discovery Learning consists of 6 phases, namely the stimulus / stimuli administration, problem identification, data collection, data processing, verification and draw conclusions. Ratings were used in this study is the engineering test to determine student learning, observation sheets to determine the activities of teachers and students during the learning process and student activity. The results showed an increase in the average value of the assessment activity and learn the test results. The results of the first cycle study average value that is 61, 71 second cycle learning outcomes and learning outcomes of the third cycle of the average value reached 82. activeness of students in the first cycle of 50%, 67% and second cycle II experienced improvement the third cycle of 92%. This shows that the use of the model of Discovery Learning can enhance the activity and student learning outcomes in learning resources would subthemes in Indonesia in Bandung Sekelimus fourth grade SDN. Therefore, use of Discovery Learning model can be used as one of the learning models to be applied to thematic learning on subthemes.

Keywords: Discovery Learning, Activity and Student Learning Outcomes