APPLICATION OF DISCOVERY LEARNING LEARNING MODEL TO IMPROVE CREATIVE THINKING AND STUDENT LEARNING OUTCOMES IN HUMAN AND OBJECTS IN THE ENVIRONMENT

(Classroom Action Research on Class V Students 184 Public Elementary Schools in Bandung City)

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ABSTRACT

This study aims to improve creative thinking activities and student learning outcomes through Discovery learning learning models on human subthemes and surrounding objects. This research was carried out at BuahBatu Elementary School with the background of students who showed less creativity and low learning outcomes of students who did not fulfill the KKM in learning because teachers often used the lecture method and had not used a learning model that was more attractive to students.

This study uses Classroom Action Research (CAR) method using a cycle system consisting of planning, implementation, observation, analysis and reflection. This research was carried out in 3 cycles with each cycle applying Discovery learning learning model which consists of 5 stages, namely giving orientation about problems in students, organizing students to research, guiding students' investigations independently or in groups, developing and presenting work, analyzing and evaluate the problem solving process, evaluation techniques used in this study are test techniques to determine student learning outcomes and non-test techniques to determine students' creative thinking activities.

The results showed that the use of the Discovery learning model can improve creative thinking and student learning outcomes. This can be seen from the average value of increasing students' creative thinking from cycle I to cycle III, namely in cycles 1, 2, and 3 with categories well while student learning outcomes have increased in each cycle, namely cycle 1 36.67% of students have complete kkm grades, cycle II 53.33% students complete, and cycle III students complete 90%

The conclusion obtained from this study is that the use of the Discovery learning model is very supportive of the improvement of creative thinking and student learning outcomes. Thus the application of the Discovery learning model can be used as one of the learning models to be applied to the Human Subtheme and the surrounding objects.

Keywords: Discovery learning, students' creative thinking, Student Learning Outcomes