IMPROVING LEARNING OUTCOMES THROUGH THE USE OF IMAGE AND CARD (PUZZLE) MEDIA USING DISCOVERY LEARNING MODEL (DL) ON THE SUB-LIFE LIVES HARMONIOUSLY IN THE PLAYGROUND

(The classroom action research in class II SDN Pamucatan 1 nagreg kendan village nagreg sub-district, Bandung district)

ABSTRACT

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his study contains the use of picture media and letter cards (puzzle) with the Discovery Learning (DL) model which aims to improve the learning outcomes of students of SDN Pamucatan 1 class II nagreg sub-district, Bandung regency in the sub-life themes in the playground. The situation faced in learning today is that the lesson presented by the teacher still uses the conventional method, namely the lecture method so that students are less active in the learning process, this learning process is centered on the teacher without involving students. The method used in this study is a classroom action research method (CAR) by using the flow model of Kemmis and Mc Taggar. Data collection techniques used in this study are observation techniques, pretest techniques and posttest techniques, interviews, questionnaires, documentation, as well as the results student learning cycle I attitudes attitude get 50%, cycle II get 65%, and cycle III get 82% assessment of caring attitude in the first cycle 50%, in cycle II get 68%, and cycle III get 85%. Cognitive assessment on Cycle I obtained a 47% value, in cycle II it was 74% and the last in cycle III got 88%. Psychomotor assessment in cycle I was 47%, 68% in cycle II and 82% in cycle III. Thus, this researcher recommends the teacher to use picture media and puzzle cards with discovery learning models as a way to improve student learning outcomes.

Kata kunci : media gambardankartu huruf (puzzle) dengan model *Discovery Learning (DL)*, penelitian tindakan kelas. Hasil belajar, SDN Pamucatan 1