

**APPLICATION OF DISCOVERY FOR LEARNING MODEL
IMPROVING LEARNING OUTCOMES IN SUBTEME LIFE IN PLACES
TO PLAY**

(Classroom Action Research Theme of Living Pillars in Class II SDN Pamucatan
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ABSTRACK

This research is motivated by the low learning outcomes of students, which is caused by less effective learning, so that students are less motivated to follow the learning provided by students because the methods used do not vary, learning only goes one way using the lecture method, which results in learning outcomes students are still many under the KKM. Therefore, it is necessary to use the learning model of students that can foster confidence and learning outcomes of 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 2 cycles with 6 meetings in cycle I and 1 meeting in cycle II and applied discovery learning model, which consisted of 6 phases, namely stimulation/giving stimuli, problem identification, data collection, data processing, verification, drawing conclusions . The assessment used in this study is a test technique to determine student learning outcomes, activity assessment, RPP observation sheets and observation sheets to determine the activities of educators and students during the learning process. The results of this study show significant results, this can be seen from the increase in learning outcomes of students in the sub-theme of environmental conservation. Learning outcomes in each cycle have increased. Completeness of student learning outcomes in the first cycle was 68%, then increased in cycle II to 100%. Thus, the use of discovery learning models can increase the confidence and learning outcomes of students.

Keywords: Discovery Learning, Confidence, and Learning Outcomes.