**THE USE OF DISCOVERY LEARNING MODELS TO ENHANCE CREATIVITY AND STUDENT LEARNING OUTCOMES CLASS 1 SDN 7 LEMBANG AT THE SUBTEMA I TAKE CARE OF MY BODY**

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**ABSTRACT**

 This research aims to enhance creativity and student learning outcomes in the classroom 1A SDN 7 Lembang by using a model of Discovery Learning on the theme 1 me subtema 3 I take care of my body. Classroom action research conducted in the classroom 1A SDN 7 Lembang. The research is motivated by the situation of students in class 1A have the ability creativity and low learning outcomes in learning because teachers do not use models to suit particular learning materials Discovery Learning models have not been implemented.

 Researchers using the method Penelitian Tindakan Kelas (PTK) by using a system consisting of a cycle plan, implementation, observation, reflection. This study was conducted in 3 cycles. In each cycles og learning activities carried out by applying Discovery model of Learning which consists of 6 steps 1. stimulation, 2. Problem statement, 3. Data collection, 4. Data processing, 5. Verification, 6. generalization. Evaluation techniques used in this study are engineering test and non – test. Test techniques to determine the learning outcomes of students’ knowledge, and the non-test techniques to determine the ability of creativity, aspects of attitude, aspects of student skills.

 The results showed that the use of models Discovery Learning can improve student creativity. It can be seen from the value of students who achieve mastery in cycles I receive 13 students with percentage 52% or less category. In cycles II receive 17 students with percentage 68% or category quite. An cycles III enchancement 25 students with percentage 100% or excellent category.

 Conclusions derived from this study is, Discovery that the use of the model is very supportive of the creative learning and student learning outcomes in theme 1 me subtema 3 i take care of my body well in the classroom 1A SDN 7 Lembang. Thus the use of the model Discovery Learning can be used as one of the learning model to set the thematic learning.

Keywords: Discovery Learning, creativity, learning outcomes