

**APPLICATION MODELS OF *DISCOVERY LEARNING* TO ENHANCE
CREATIVITY AND STUDENT LEARNING OUTCOMES IN THE
MATERIAL DEVELOPMENT OF PRODUCTION TECHNOLOGY,
COMMUNICATION AND TRANSPORTATION**

(Classroom Action Research in Grade Four Public Elementary Schools Gumuruh
8 Bandung)

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ABSTRACT

The research titled “Application Models Of *Discovery Learning* To Enhance Creativity And Student Learning Outcomes In The Material Development Of Production Technology, Communication and Transportation” motivated because there are still problems, especially social studies lesson on the material development of production technology, communication and transport in enhancing creativity and learning outcomes shown by the students are lacking. This is because they lack the skills of teachers or educators in choosing models, method , and strategies from time to time do not give change, so the impact on the value of which is still widely under KKM.

The method used is classroom action research (PTK) is conducted in two cycles . Each cycle consists of four acts : planning , implementation , observation , and reflection. In this case to promote creativity and student learning outcomes , the researchers chose to use the model of discovery learning.

Based on the background, the author felt the need to formulate what is a problem in this regard is whether the model discovery learning can enhance creativity and student learning outcomes in the material development of production technology, communication and transportation in grade four public Elementary Schools Gumuruh 8 Bandung

The results of research using discovery learning model of the first cycle shows the value of creativity of students is 1.99, and student learning outcomes are reached KKM activities amounted to 43.3 % pretest and 63.3 % post-test . In the second cycle shows the value of creativity of students is 4.00 , and student learning outcomes are reached KKM activities amounted to 66.7 % pretest and 90% post test.

Based on the research results can be concluded that the model of discovery learning can enhance creativity and student learning outcomes in the material development of production technology , communications , and transportation in the fourth grade public Elementary School Gumuruh 8 Bandung , and can be used as an alternative learning models to be applied to the learning KTSP.

Key words : *Model of Discovery Learning, creativity , learning outcomes*

**APLIKASI MODEL PANGAJARAN *DISCOVERY LEARNING* PIKEUN
NINGKATKEUN PIDANGAN KREATIVITAS JEUNG HASIL BELAJAR
DINA MATERI PANGEMBANGAN TÉKNOLOGI PRODUKSI,
KOMUNIKASI, JEUNG TRANSPORTASI**

(Penelitian Tindakan Kelas Kanggo Siswa di Kelas 4 SD Negeri Gumuruh 8
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ABSTRAK

Penelitian nu judulna “Aplikasi Model Pangajaran *Discovery Learning* Pikeun Ningkatkeun Pidangan Kreativitas Jeung Hasil Belajar Dina Materi Pengembangan Téknologi Produksi, Komunikasi, Jeung Transportasi” ngamotivasi sabab masih aya masalah, utamana studi sosial palajaran dina materi pengembangan téknologi produksi, komunikasi jeung transportasi pidangan kreativitas jeung hasil belajar nu dipintonkeun ku siswa masih rendah. Ieu sabab kakurangan kaahlian guru / pendidik dina milih modél , métode jeung strategi ti jaman ka jaman teu méré parobahan, Jadi dampakna kana nilai anu masih seueur dihandap KKM.

Metode anu dipaké nyaéta penelitian tindakan kelas (PTK) anu dilakukeun dina dua siklus. Unggal siklus ngawengku opat tindakan, nyaeta : tata, palaksanaan, observasi, jeung réfléksi. Dina hal ieu pikeun ngamajukeun kreativitas jeung hasil belajar siswa, peneliti milih pikeun make model pangajaran *discovery learning*.

Dumasar kasang tukang, pangarang ngarasa kudu dirumuskeun naon masalah dina hal ieu nyaeta kumaha model pangajaran *discovery learning* bisa ningkatkeun kreativitas jeung hasil belajar siswa dina materi pengembangan téknologi produksi , komunikasi , jeung transportasi.

Hasil penelitian ngagunakeun model pangajaran *discovery learning* siklus I nembongkeun nilai kreativitas siswa nyaeta 1.99, jeung hasil pembelajaran siswa anu ngahontal KKM dina kagiatan *pretest* 43,3 % jeung *post test* 63,3 %. Dina siklus II nembongkeun nilai kreativitas siswa nyaeta 4,00, jeung hasil pembelajaran siswa anu ngahontal kagiatan KKM dina kagiatan *pretest* 66,7 % jeung *post test* 90%.

Dumasar hasil penelitian bisa disimpulkeun yén modél pangajaran *discovery learning* bisa ningkatkeun kreativitas jeung hasil belajar siswa dina materi pengembangan téknologi produksi, komunikasi, jeung transportasi di kelas IV SD Negeri Gumuruh 8 Kota Bandung, jeung bisa jadi salah sahiji alternatif model pangajaran pikeun dilarapkeun ka pangajaran KTSP.

Kecap konci : *Model pangajaran Discovery Learning, kreativitas, hasil belajar*