

## ABSTRAK

**Maria Hari Nugraheni. Perbedaan Pengaruh Penerapan Metode Penemuan dengan Metode Ceramah Terhadap Minat, Keaktifan, Kemampuan Merancang Percobaan, dan Prestasi Belajar IPA di SD Kanisius Ganjuran. Skripsi. Yogyakarta. PGSD. FKIP. Universitas Sanata Dharma.**

Penelitian ini bertujuan untuk mengetahui perbedaan pengaruh penerapan metode penemuan dengan metode ceramah terhadap minat, keaktifan, kemampuan merancang percobaan dan prestasi belajar siswa kelas V SDK Ganjuran pada mata pelajaran IPA materi sifat-sifat cahaya khususnya cahaya dapat dipantulkan dan cahaya putih dapat diuraikan.

Penelitian dilaksanakan pada bulan Februari 2012 di SD Kanisius Ganjuran. Jenis penelitian yang dipilih adalah penelitian kuantitatif dengan metode eksperimen. Subjek penelitiannya adalah siswa kelas V yang terdiri dari 18 siswa VA sebagai kelompok eksperimen dan 18 siswa VB sebagai kelompok kontrol. Penelitian ini menggunakan metode penemuan pada kelompok eksperimen dan metode ceramah pada kelompok kontrol. Instrumen yang digunakan berdasarkan validitas para ahli. Teknik pengumpulan data untuk minat, kemampuan merancang percobaan serta prestasi belajar menggunakan *pretest* dan *posttest* kemudian dilakukan pengujian perbedaan mean skor *pretest* dan mean skor *posttest*. Teknik pengumpulan data untuk keaktifan melalui pengamatan selama pembelajaran selanjutnya dilakukan pengujian perbedaan mean skor keaktifan kelompok eksperimen dan kontrol.

Hasil penelitian menunjukkan bahwa minat, keaktifan, kemampuan merancang percobaan dan prestasi belajar siswa pada pembelajaran dengan menggunakan metode penemuan berbeda signifikan dibandingkan dengan yang menggunakan metode ceramah. Metode penemuan lebih meningkatkan minat keaktifan, kemampuan merancang percobaan dan prestasi belajar siswa dibandingkan dengan metode ceramah.

Kata kunci : metode penemuan, metode ceramah, minat, keaktifan, kemampuan merancang percobaan, prestasi belajar

***ABSTRACT***

**Maria Hari Nugraheni. The Difference of Influence between the Implementation of Discovery Method and Lecturing Method on Student's Interest, Involvement, Ability to Design Experiment, and Learning Achievement in Science in Kanisius Ganjuran Elementary School. S1 Thesis. Elementary Teachers Study Program. Faculty of Teacher Training and Education. Sanata Dharma University. Yogyakarta.**

This study aimed to find out the difference of influence between the implementation of discovery method and lecturing method on Kanisius Ganjuran Elementary School student's interest, involvement, ability to design experiment, and learning achievement in Science about light characteristics, especially about reflection of light and dispersion of white light.

The research was conducted on February 2012 in Kanisius Ganjuran Elementary School. This research was a quantitative research with experiment method. The subject of the research was fifth grade students, consist of 18 students in class VA as the experimental group and 18 students in class VB as the control group. This research used discovery method for experiment group and lecturing method for control group. The instruments was qualified by expert judgment. Data collecting technique for interest, ability to design experiment, and learning achievement used pretest and posttest, then the researcher measured the difference between the mean of pretest scores and the mean of posttest scores. Data collecting technique for involvement used observation of the students along the learning process, then the researcher measured the difference between the mean of involvement score from experiment group and control group.

The result showed that interest, involvement, ability to design experiments, and learning achievement of the students using discovery method was significantly different than using lecturing method. Discovery method increased the interest, involvement, ability to design experiments, and learning achievement of the students more than lecturing method.

**Keywords:** discovery method, lecturing method, interest, involvement, ability to design experiment, learning achievement