

## ABSTRAK

### **PENINGKATAN HASIL BELAJAR DAN KREATIVITAS SISWA KELAS IV MATERI POKOK SIKLUS HIDUP MAKHLUK HIDUP MELALUI MODEL PEMBELAJARAN BERBASIS MASALAH DI SD YOS SUDARSO CIBUNUT**

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Penelitian dilatarbelakangi oleh kesadaran akan pentingnya hasil belajar dan kreativitas dalam kegiatan pembelajaran serta rendahnya hasil belajar dan kreativitas siswa kelas IV SD Yos Sudarso Cibunut. Penelitian ini dilakukan dengan tujuan 1) mendeskripsikan upaya peningkatan hasil belajar dan kreativitas siswa kelas IV materi pokok siklus hidup makhluk hidup melalui model pembelajaran berbasis masalah di SD Yos Sudarso Cibunut, (2) meningkatkan hasil belajar siswa kelas IV materi pokok siklus hidup makhluk hidup melalui model pembelajaran berbasis masalah di SD Yos Sudarso Cibunut, (3) meningkatkan kreativitas siswa kelas IV materi pokok siklus hidup makhluk hidup melalui model pembelajaran berbasis masalah di SD Yos Sudarso Cibunut.

Penelitian menggunakan jenis Penelitian Tindakan Kelas (PTK). Penelitian dilakukan sebanyak dua siklus. Subjek dalam penelitian ini adalah siswa kelas IV SD Yos Sudarso Cibunut berjumlah 15 siswa. Objek penelitian yaitu hasil belajar dan kreativitas siswa dengan menerapkan model pembelajaran berbasis masalah. Data diperoleh melalui kuesioner, observasi, dan tes. Analisis data yang digunakan yaitu analisis kualitatif deskriptif dan analisis kuantitatif.

Hasil penelitian menunjukkan: (1) upaya peningkatan hasil belajar dan kreativitas siswa kelas IV SD Yos Sudarso Cibunut materi siklus hidup makhluk hidup dapat dilakukan dengan menerapkan lima langkah model pembelajaran berbasis masalah, (2) penerapan model pembelajaran berbasis masalah dengan materi siklus hidup hewan mampu meningkatkan hasil belajar siswa kelas IV SD Yos Sudarso Cibunut. Hasil belajar siswa pada awalnya 68,3 dengan persentase ketuntasan 47%. Hasil belajar siklus I, yaitu 79,9 dengan persentase ketuntasan 60%. Hasil belajar siklus II meningkat menjadi 83,3 dengan persentase ketuntasan 67%. (3) Kreativitas siswa pada kondisi awal menunjukkan nilai rata-rata 61,9 dengan persentase siswa yang minimal cukup kreatif 33 %. Kreativitas siswa pada akhir pertemuan meningkat dengan nilai rata-rata kelas 73,5 dengan persentase siswa yang minimal cukup kreatif adalah 100%.

Kata kunci: kreativitas, hasil belajar, model pembelajaran berbasis masalah.

**ABSTRACT****THE IMPROVEMENT OF CLASS IV STUDENTS' LEARNING OUTCOMES  
AND CREATIVITY ON THE MAIN MATERIALS OF LIVING THINGS  
LIFE CYCLE  
USING PROBLEM-BASED LEARNING MODE IN YOS SUDARSO  
CIBUNUT ELEMENTARY SCHOOL**

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*The research was motivated by the awareness of the importance of learning outcomes and the creativity in learning process and by the class IV students' low learning outcomes and creativity in Yos Sudarso Cibunut Elementary School. This research aimed to 1) describe the effort in improving the class IV students' learning outcomes and creativity on the main materials of living things life cycle using problem-based learning mode in Yos Sudarso Cibunut Elementary School, 2) improve the class IV students' learning outcomes on the main materials of living things life cycle using problem-based learning mode in Yos Sudarso Cibunut Elementary School, and 3) improve the class IV students' creativity on the main materials of living things life cycle using problem-based learning mode in Yos Sudarso Cibunut Elementary School.*

*This was a Classroom Active Research (CAR) and was conducted in two cycles. The subjects of this research were 15 class IV students of Yos Sudarso Cibunut Elementary School. The objects of this research were the students' learning outcomes and creativity by applying problem-based learning mode. The data were obtained by questionnaire, observation, and test. The data were analyzed using descriptive qualitative and quantitative techniques.*

*The findings of the research showed that: 1) the effort in improving the class IV students' learning outcomes and creativity on the main materials of living things life cycle in Yos Sudarso Cibunut Elementary School was able to conduct by applying the five steps of problem-based learning mode, and 2) the application of problem-based learning mode with the main materials of living things life cycle was able to improve the IV students' learning outcomes in Yos Sudarso Cibunut Elementary School. The average of the students' learning outcomes on the main material was initially 68.3 with 47% passing level. The average of the learning outcomes in the first cycle was 79.9 with 60% passing level. The average of learning outcomes in the second cycle improved to 83.3 with 67% passing level. The average of creativity at the end of the meeting increased with an average grade of 73.5 with the percentage of students who were at least creative enough was 100%.*

*Keywords: creativity, learning outcomes, problem-based learning mode*