

ABSTRAK

PENERAPAN STRATEGI MATCH STATION BERBASIS MODEL PEMBELAJARAN DISCOVERY UNTUK MENINGKATKAN KURIOSITAS SISWA KELAS V SD

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Penelitian ini berangkat dari minimnya rasa ingin tahu siswa kelas V di SDPN yang ada di Bandung, Indonesia. Hal tersebut diindikasikan melalui minimnya siswa yang bertanya atau minimnya siswa yang berusaha menggali informasi di luar yang disampaikan guru. Melihat kondisi tersebut, penulis mencoba meningkatkan sikap kecuriositas siswa melalui penerapan strategi *match station* berbasis model pembelajaran *discovery*. Penelitian ini bertujuan untuk; (1) mendeskripsikan penerapan strategi *match station* berbasis model pembelajaran *discovery* untuk mengatasi minimnya rasa ingin tahu peserta didik di kelas V SD; (2) Mendeskripsikan hasil penerapan strategi *match station* berbasis model pembelajaran *discovery* untuk mengatasi minimnya rasa ingin tahu peserta didik di kelas V SD. Strategi *match station* berbasis model pembelajaran *discovery* terdiri dari enam langkah pelaksanaan, yakni: (1) pemberian stimulus; (2) menyatakan masalah; (3) menyelidiki atau investigasi; (4) analisis dan sintesis; (5) pembuktian; dan (6) evaluasi. Penelitian ini menggunakan desain Penelitian Tindakan Kelas (PTK) model Kemmis dan Mc Taggart dengan metode *mixed method*. Pada siklus I rata-rata persentase ketercapaian sikap kecuriositas siswa kelas V berada pada angka 60%. Angka tersebut masih berada pada kategori “cukup”. Setelah dianalisis dan dilakukan perbaikan pada proses pembelajaran berdasarkan hasil refleksi di siklus I, pada siklus II persentase ketercapaian sikap kecuriositas siswa kelas V menyentuh angka 77% atau berada pada kategori “tinggi”. Berdasarkan hasil tersebut, penulis simpulkan bahwa penerapan strategi *match station* berbasis model pembelajaran *discovery* berhasil meningkatkan sikap kecuriositas siswa kelas V SD di SDPN SB.

Kata Kunci: Model pembelajaran *discovery*, *make a match*, *group investigation*, *match station*, kecuriositas.

ABSTRACT

APPLICATION OF MATCH STATION STRATEGY BASED ON DISCOVERY LEARNING MODEL TO IMPROVE THE CURIOSITY OF 5TH GRADE STUDENTS OF ELEMENTARY SCHOOL

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This research departs from the lack of curiosity among 5th grade students in SDPN SB in Bandung, Indonesia. It's indicated by the low rate of students who ask or the low rate of students who seek the information out of what teacher explained. Seeing these conditions, the author tries to improve curiosity of students by the implementation of match station method based on discovery learning model. This research aims to; (1) To describe the application of match station strategy based on discovery learning model to overcome the low rate of curiosity of 5th grade students of elementary school; (2) To describe the results of applying of match station strategy based on discovery learning model to overcome the lack of curiosity of 5th grade students of elementary school. Match station strategy based on discovery learning model has six syntax, which are: (1) stimulation; (2) problem statement; (3) investigation; (4) analytic and synthesis; (5) verification; and (6) evaluation. This research uses Classroom Action Research (CAR) design based on Kemmis and Mc Taggart model with mixed method. In cycle I, percentage average of curiosity attitudes of 5th grade students are at 60%, which is still in the "sufficient" category. After analyzed and performed improvement at learning process based on the results of reflection in cycle I, in cycle II the percentage of attainment of the curiosity attitudes of 5th grade students up to 77% or in the "high" category. Based on these results, the authors conclude that the application of the match station method based on the discovery learning model succeeded in improving the curiosity of the 5thC grade students in SDPN SB.

Keywords: *Discovery learning model, make a match, group investigation, match station, curiosity.*