EMENTASI MODEL PEMBELAJARAN BERBASIS STEAM GUNA MENINGKATKAN MINAT BELAJAR SISWA KELAS V DI SDN PANDIAN 1 KECAMATAN KOTA KABUPATEN SUMENEP

Abstrack

This research aims to determine the STEAM-based learning model to increase the interest in learning of class V students at SDN Pandian 1. This research uses qualitative research with data collection methods through interviews whose targets are upper class teachers and upper class students at SDN Pandian 1, observation and documentation. .From the research results, the lack of interest in learning experienced by upper class students at SDN Pandian 1 is caused by internal and external factors, the internal factors that cause students to experience a lack of interest in learning are learning models that are too monotonous, the lack of student desire to learn also triggers students to lack interest in learning so there needs to be support or motivation from either teachers or parents to arouse students' enthusiasm for learning. Meanwhile, external factors are causal factors that do not originate from within the student but from the environment around the student, namely the family environment (parents) and the teacher's way of teaching in the classroom.
Keywords: Learning model, STEAM, Interest in Learning