

***IMPROVING THE STUDENT LEARNING OF SUB-BODY THEME THROUGH
THE SCRAMBLE MODEL USING THE CLASS I PUPPET MEDIA OF PABIAN
III SDN III SUMENEP DISTRICT LESSON YEAR 2018-2019***

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The background of this research is the low level of learning outcomes of students and the lack of interest of students in learning on the theme of myself, sub themes of my body. The purpose of this study is to describe the application of the Scramble model using puppet media to improve student learning outcomes and to find out the improvement of student learning outcomes through the Scramble theme model myself sub body theme of my class I at Pabian III SDN Sumenep. This research is a classroom action research that lasts three cycles, consists of planning, implementation, observation and reflection.

The Scramble learning model is a learning model that invites students to find answers arranged randomly. So that learning is more effective, interactive and fun for students then the concept will be easy to understand and last long in the cognitive structure of students. In theme myself sub theme my body, the Scramble model is very suitable when using puppet media in learning. Because besides the unique shape and interesting puppet could made into tool communication two direction, as trumpet government to society and as conveyer will for his government.

With Scramble model using puppet media the results obtained in Indonesian I learning 59%, then 76% increase in cycles II and 100% cycled III. Similarly in 12% SBDP learning, increased 41%, and increase again on cycle III 76%. On learning PPKn 18%, then 24% cycled II, and increase to 88% cyclic III. While in learning 2 for Indonesian is 35%. Then increase to be 59% and 71% cyclic III. In 18% PJOK learning, 71% cycle II. And increase again on cycle III to 100%.

Keywords : *results Learning, Scramble Learning Model, Puppet Media, learning Thematic*