

ABSTRACT

The Use Of Playtime Media With Example And Non Example Models To Improve Student Learning Student Result Class IV Theme I Sub Theme I SDN Pandian V Academic Year 2018-2019

Keywords : Media Play Hours, Example Models Non Example, Learning, Study Result

This research is purpose for to improve the process learning and improve student learning outcomes for class IV theme I sub theme I SDN Pandian V by using the media of the clock through the Example non Example model. Student are less active, and the less of increased mastery of the material and then teachers teach a way

This study uses classroom action research (CAR) and is carried out in three cycles, each cycle consisting of planning, implementation, observation and reflection. The aspects observed in each cycle are the activities of the teacher, as well as the learning process of theme 1, the beauty of diversity in sub-theme 1, the cultural diversity of my people. Research subjects numbered 18 students.

This research has been carried out for 3 cycles and the results, cycle 1 learning 1 and 5 the average value of 70 and the level of completeness reached 38.89% or 7 students who finished out of 18 students, an increase from pre cycle to cycle I was 22%. The overall results of cycle 2 learning 1 and 5 the average value of 81 and the level of completeness reached 83.33% or 15 students who completed 18 students increased from cycle I to cycle 2 by 44%. The overall results of cycle 3 learning 1 and 5 the average value of 89 and the level of completeness reached 88.89% or 16 students who completed from 18 students an increase from cycle 2 to cycle 3 amounted to 5.6%. This proves that the use of the clock media through the Example Non Example model can improve student learning outcomes.

