

ABSTRACT

Salim Bahreisy, Albar. 2017 Developing Student Creativity in Social Sciences (IPS) Lessons In Sub Subjects both Natural and Artificial Environment *Discovery-Inquiry* Methods In Class III SDN (Primary School) Daramista II Lesson Year 2017-2018. STKIP PGRI Sumenep. Supervisor I Tri Sukitman, M. Pd, supervisor II Muhammad Misbahudholam AR, M.Pd.

Keywords: Application of *Discovery-Inquiry* Methods, Student's Creativity in IPS Learning

This research is mainly a class action approach research (PTK) which is actually implemented because it finds certain problems that is the lack of creativity of students in both natural and artificial environment material in third grade students SDN Daramista II Lenteng Subdistrict, Sumenep Regency. Based on this, the researcher necessarily considers it to improve students' creativity by applying the *Discovery-Inquiry* method through drawing both the natural and artificial environment.

The learning method is applied in this research is intentionally *Discovery-Inquiry* method that is a method that greatly emphasizes the students are able to search for and find out an own idea so that students commonly become more active and creative. With *Discovery-Inquiry* method encourages students to precisely develop their intellectual potential. By finding the relationship and regularity of the material being studied, students become more easily understand the structure of the material that has been already learned.

The findings of this study indicate that the method of *Discovery-Inquiry* through drawing the natural and artificial environment in the students of SDN Daramista II Lenteng Subdistrict. Sumenep Regency. Based on the observation result on initial condition about student creativity, it can be seen that the overall aspect of fluency score average 1.33 (33.33%), aspects of flexibility average score 1.26 (32.14%), aspects of originality average score 1.38 (34.52%), aspects elaboration average score 1.35 (33.92%), and aspects sensitivity average score of 1.38 (34.54%). Can be seen from the results of the action in the first cycle of first meeting can be seen an increase in the average creativity of students as a whole from the initial conditions of 33.69% increased to 45.76%. The increase was 12.07%. And the first meeting of 45.76% increased to 63.57% in the second meeting, the increase was 17.81%. from the first cycle of second meeting of 63.57% increased to 70.50% in the second cycle of first meeting. The increase was 6.93%. from the second cycle of first meeting by 70.50% increased to 77.70%. The increase was 7.20%. The increase is because students are very familiar with the natural and artificial environment learning process, can be seen from the whole aspects of students who are not completed from 21 students 4 students excluding the specified value is 70%. Referring to the results of research, researchers hopefully suggest to educators to work enormously hand in hand in creating creative learning.