The use of media as the title puzzle in Civics learning is due to the low student learning outcomes fourth grade II SDN Kuwik Kunjang Kediri District. Over the last five meetings, students are able to achieve the target ketuntutan learn just 35% only. This was caused by several aspects, one of them because during the teachers' conduct lessons only use the lecture method, so that low student motivation and resulted in the low learning outcomes. Writing this thesis aims to describe the use of media on learning puzzles Fourth grade Civics II SDN Kuwik Kunjang Kediri District, describes the puzzle of learning to use media to enhance student learning outcomes. This study was designed with classroom action research design. The design of the study was designed in two cycles. Each cycle consists of planning, execution, observation and reflection. Reflection activities carried out each end of the cycle and pledged the determination of the action in the next cycle. Phase of research carried out collaboratively with the supervising teacher who is appointed by the school as an observer. Data obtained from this study were analyzed with descriptive qualitative way. Learning to use the media puzzles can improve the learning process in class IV Civics II SDN Kuwik Kunjang Kediri District. This is evident from the pre-cycle learning outcomes by 35% up to 60% in cycle I and rose again to 92% in cycle II. Learning to use media that carried the maximum puzzles, can improve student learning outcomes. This is evident by the increasing percentage of mastery learning that occurred from pre-cycle, the cycle I to cycle II, amounting to 35.9% increased to 82% then becomes 94.8%. Based on the discussion it can be concluded that with the implementation of group work methods to use the media puzzles, activities, motivation and student learning outcomes can be improved, it is evident with increasing student learning outcomes both individually and in groups. With a well-coordinated management in a learning process, from submission of information, establishment of study groups of students, guidance and supervision of student activities performed, then the learning will be able to achieve maximum results.

Peningkatan hasil belajar siswa menggunakan media puzzle pada pembelajaran PKn kelas IV SDN Kuwik II Kec. Kunjang Kab. Kediri / Devid Krisetya Agung

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