

ABSTRAK

Daeli, Charles Sanjaya 2025, Penerapan Model Experiential Learning Terhadap Kreativitas dan Hasil Belajar Mata Pelajaran IPS Terpadu Di Kelas VIII SMP Negeri 2 Sirombu, Skripsi, Pembimbing (1). Arianto Lahagu, S.Pd.,M.Pd.

Permasalahan dalam penelitian ini yaitu Penerapan Model Experiential Learning Terhadap Kreativitas dan Hasil Belajar Pada Mata Pelajaran IPS Terpadu Di Kelas VIII SMP Negeri 2 Sirombu, Penelitian ini bertujuan : (1) Untuk mengetahui penerapan model pembelajaran Experiential Learning dalam proses belajar mengajar di SMP Negeri 2 Sirombu (2) Untuk mengetahui hasil belajar siswa pada mata pelajaran IPS Terpadu melalui model pembelajaran Experiential Learning, (3) Untuk mengetahui kreativitas belajar siswa melalui metode Experiential Learning. Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK), subjek dalam penelitian ini adalah siswa kelas VIII SMP N. 2 Sirombu yang berjumlah 20 orang. Teknik pengumpulan data melalui lembar observasi (Guru dan Siswa), dokumentasi dan tes hasil belajar.

Berdasarkan hasil pembahasan, diketahui bahwa : (1) Hasil Observasi guru pada siklus I mencapai rata-rata 48,33%, sedangkan pada siklus II kemampuan guru dalam pelaksanaan proses pembelajaran mencapai rata-rata 85,83%. (2) Hasil observasi kreativitas siswa pada siklus I mencapai rata-rata 43,74% dan pada siklus II mengalami peningkatan yang signifikan dengan rata-rata mencapai 87,70%. (3) Hasil evaluasi pembelajaran pada siklus I, diperoleh rata-rata yaitu 74,28, pada siklus II meningkat menjadi 79,9. (4) Persentase ketuntasan yang dicapai pada siklus I adalah sebesar 65%, dan siklus II mencapai sebesar 90%.

Dengan demikian, peneliti menyimpulkan bahwa ada peningkatan hasil belajar dan kreativitas siswa pada Penerapan Model Experiential Learning Pada Mata Pelajaran IPS Terpadu di Kelas VIII SMP N. 2 Sirombu.

Kata Kunci : Experiential Learning, Hasil Belajar dan Kreativitas Siswa.

ABSTRAK

Daeli, Charles Sanjaya 2025, Application of the Experiential Learning Model to Creativity and Learning Outcomes of Integrated Social Studies Subjects in Class VIII of SMP Negeri 2 Sirombu, Thesis, Supervisor (1). Arianto Lahagu, S.Pd.,M.Pd.

The problem in this research is the Application of the Experiential Learning Model to Creativity and Learning Outcomes in Integrated Social Studies Subjects in Class VIII of SMP Negeri 2 Sirombu, This research aims: (1) To find out the application of the Experiential Learning learning model in the teaching and learning process at SMP Negeri 2 Sirombu (2) To find out students' learning outcomes in Integrated Social Studies subjects through the Experiential Learning learning model, (3) To find out students' learning creativity through the Experiential Learning method. This type of research is Classroom Action Research (CAR), the subjects in this research are 20 students of class VIII of SMP N. 2 Sirombu. Data collection techniques are through observation sheets (Teachers and Students), documentation and learning outcome tests.

Based on the results of the discussion, it is known that: (1) The results of teacher observations in cycle I reached an average of 48.33%, while in cycle II the teacher's ability in implementing the learning process reached an average of 85.83%. (2) The results of observations of student creativity in cycle I reached an average of 43.74% and in cycle II experienced a significant increase with an average of 87.70%. (3) The results of learning evaluations in cycle I obtained an average of 74.28, in cycle II it increased to 79.9. (4) The percentage of completeness achieved in cycle I was 65%, and in cycle II it reached 90%.

Thus, the researcher concluded that there was an increase in student learning outcomes and creativity in the Application of the Experiential Learning Model in Integrated Social Studies Subjects in Class VIII of SMP N. 2 Sirombu.

Keywords: Experiential Learning, Learning Outcomes and Student Creativity.