

# INCREASING CREATIVITY AND LEARNING OUTCOME HISTORY OF INDONESIA ISLAMIC MATERIALS INTO THE KING'S PALACE THROUGH A SCIENTIFIC APPROACH IN PROBLEM-BASED LEARNING FOR STUDENTS OF CLASS X AP 3 SMK NEGERI 1 PURWODADI

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## Abstract

*This study aims to improve creativity and learning outcomes of Indonesian history of Islamic material entering the king's palace through a scientific approach in problem-based learning for students of class X AP 3 SMKN 1 Purwodadi in semester 2 of 2014/2015. The subjects of this study were 39 students. The research method used is Classroom Action Research which is carried out in 2 cycles. Primary data in the form of learning outcomes pre-cycle, cycle 1, and cycle 2. Secondary data obtained from colleagues/ collaborators in the form of observations about creativity both cycle 1 and cycle 2. Data collection techniques using documentation, observation/observations, and written tests. Observation is carried out directly to observe and dig up information about the condition of the learning process. This study uses comparative descriptive data analysis. The implication of this research is that the scientific approach in problem-based learning can increase the creativity of learning Indonesian History empirically, the results of pre-cycle and cycle 1 show that the results of creativity in learning Indonesian History increase both theoretically and empirically. Scientific approach with problem-based learning can improve creativity and learning outcomes of Indonesian History. The results of pre-cycle and cycle 1 showed that the results of learning Indonesian history increased both theoretically and empirically, from an average of 55 to an average of 64. The results of cycle 1 and cycle 2 showed that the results increased both theoretically and empirically, namely increasing creativity and learning outcomes with a cycle average 1 obtained 65 to cycle 2 obtained an average of 69.*

**Keywords**– Creativity; Learning Outcomes; Scientific Approach; Problem Based Learning

## 1. Introduction

In activity study teach creativity and the results of Indonesian History for participant educate class X AP 3 SMK Negeri 1 Purwodadi semester 2 of 2015 is still low . This thing seen through observations made by researchers \_ in activity study participant educate that . low creativity study participant educate seen that participant educate just shut up, less give responses during the learning process . Participant educate no have creativity for ask , ask opinion , given question no have courage for give answer . Learning process seen passive or participant educate no have spirit inside \_ work task . low creativity study participant educate could lead to the learning process Becomes less than optimal so material presented \_ Becomes no finished . low results learn Indonesian History low proved from results test daily Mark highest only 60 and value the lowest is 25 and the average is 55. Even existence part opinion from participant educate that study history is boring , no useful past learning and delivery \_ like convey a story so that make sleepy and not spirit .

because of it is necessary conducted action for increase creativity and results study participant educate . Actions to take conducted is change learning strategy participant educate . After action conducted so expected increase creativity and results study participant educate . Creativity study participant educate the will seen the more creative or participant educate take role in activity learn it . Expected increase results learn Indonesian History seen the more increase ability participant educate in work various variation question in activity test daily . Many values participant students who complete and increase the average value test daily . If things the no upgraded so many participant educate those who don't finished or under the final KKM many participant students who live class even did not pass.

Election approach scientific in learning based on problem for increase creativity and results study have potency more than learning cooperative other . Approach scientific with learning based on problem expected produce results learn more \_ good relationship \_ more social \_ positive , and adjustment more psychological \_ good than atmosphere full study \_ with competition .

For resolve low creativity and results study participant educate so apply approach scientific based on problem . Utilization implementation of the strategy in study this is activity study participant teach the learning process as a team / group for work same by cooperative that is system group big and system group small .

### ***Theoretical Review***

#### *Creativity*

##### a. Itself Creativity

Definition about creativity could seen as process and aspect product . according to Semiawan , creativity seen as a process is more thing \_ essential and necessary implanted individual since early with method keep busy self by creative . For example is a play process . In the process of playing there is ideas / elements exciting and fun and full of thoughts full challenge \_ creative . With thereby creativity is a thought process that leads to a business for determine relationships new , get answers , and methods or method new in solve problem . Definition creativity seen from aspect product is ability for produce something new in general \_ is original or unique . according to Munandar , creativity is ability for make combination new based on many possibility answer something problem with emphasizes quantity , efficiency , and variety answer . Creativity in question is think creative or divergent . according to Amen , creativity is pattern think or a spontaneous idea or imaginative characterizing \_ results artistic , inventions science , and creations by mechanic . Creativity covers results something new \_ or same very new for the scientific world or relatively new for himself / the individual (Aqib et al ., 2008: 34-35).

##### b. Characteristic features creativity

Characteristic features creativity somebody could seen from aspect encouragement or motivation and aspects think . Aspect encouragement or motivation that is shown by character attitude , believe self , no conversion , and aspirations beauty . Aspect think in creativity indicated by the properties : (1) Fluency ( fluency ) , namely ability for produce many idea . Characteristics covers word fluency ( fluency of words), association fluency ( ability produce

number of words), expressional fluency ( ability arrange organized words ), ideational fluency ( ability produce number of ideas); ( 2 ) Flexibility , namely ability for put forward many kinds of solving or approach to problem ; ( 3 ) Authenticity , namely ability for carry on idea with original ways and not \_ cliché / ability for generate great ideas ordinary , rare encountered and unique ; ( 5 ) Elaboration , namely ability decipher something by in detail existence activity for stringing an idea knows the answers simple to be more detail . Elaboration developed with method give exercise for give information addition or individual verbal communication ( Aqib et al ., 2008: 36-38). Creativity study could achieved through a learning process designed by the teacher in PAIKEM learning.

Creativity learn one \_ determined by the teacher 's ability to designing learning . So that teachers can designing good study \_ then the teacher must have competence . In Regulation Government Number 19 of 2005 concerning National Education Standards especially Article 28 paragraph 3 states that teachers have 4 competencies namely : (1) Competence pedagogic ; (2) Competence personality ; (3) Professional competence ; (4) Social competence (Muchith, 2008; 28-30). Thus, students can learn smoothly and succeed effectively and efficiently. As a supervisor, you must have a profile that can be used as an example for students, both uswah in personal qualifications, personality qualifications and qualifications in the learning process (Sardiman, 2001: 142-144).

#### *Learning Outcomes Study Indonesian History*

##### a. Learning Outcomes

Every activity study must known the progress of the participants educate . The progress of the participants educate known from progress in the learning process and results study . Progress in the learning process could seen from activity participant educate in the process of acquisition knowledge and results study could known through creation participant educate nor test daily . according to Gagne's thoughts , results study could in the form of : (1) Verbal information that is mastery information in verbal form , good by written and writing, for example gift What is the name to something objects , definitions , and so on ; (2)

Skills intellectual ;(3) Cognitive strategy (4) Attitude ; (5) Skills motor k ; is results learning in the form of skills movement controlled by muscles and physically ( Suprijono , 2009: 5-6).

according to Skiners , study is an adaptation process or adjustment Act ongoing behavior \_ by progressive . Different with Hilgard & Bower defining study is relate with change behavior somebody to something situation which is caused by his repeated experiences in situation that where change Act in demand that no could explained or base trend response nature , maturity or circumstances \_ momentary . Whereas according to M. Sobry Sutikno mean study is a business process carried out somebody for get new changes \_ as results the experience alone in interaction with the environment . Change in the sense of learning is the changes that occur by conscious ( intentional ) and focused for get something more \_ good from before . CT Morgan formulate study as something relative change \_ in set Act in demand as consequence or results past experiences ( Fathurrohman , Pupuh , Sutikno , Sobry , 2009: 5-6)

according to view constructivist , learning is a process of formation knowledge . Activity study more looked at from aspect the process so that study as gift meaning by participants educate based on the experience through a process of assimilation and accommodation that leads to updating structure cognitive ( Budiningsih , 2005: 6-10).

according to view humanistic , learning process started with humanize human / humanization process so that more emphasize how understand problem man from various the dimensions you have , good dimensions cognitive , affective , and psychomotor . ( Muchit , 2006 : 82). Every activity study must known the progress of the participants educate . The progress of the participants educate known from progress in the learning process and results study . Progress in the learning process could seen from activity participant educate in the process of acquisition knowledge and results study could known through creation participant educate nor test daily . according to Gagne's thoughts , results study could in the form of : (1) Verbal information that is mastery information in verbal form , good by written and writing, for example gift What is the name to

something objects , definitions , and so on ; (2) Skills intellectual ;(3) Cognitive strategy (4) Attitude ; (5) Skills motor k ; is results learning in the form of skills movement controlled by muscles and physically ( Suprijono , 2009: 5-6).

### *Approach Santific*

#### a. essence Approach scientific

Learning on the eyes Indonesian History lesson using approach learning based on participant educate active ( active learning ). Approach learning this more allow give chance for participant educate for do learning for more mean . Learning will Becomes mean if participant educate experience alone every learning process through active activity . \_ Knowledge gained \_ participant educate no originated from information from the teacher, however originated from business exploration ( digging ) information participant educate alone through activity learning done . \_ For example participant educate requested for do interview to figure or perpetrator history for compile story history .

Approach scientific (scientific) chosen as approach in learning in 2013 curriculum . Participants educate by active build his knowledge alone through activity scientific like observing , questioning , collecting information , reasoning / associating , and communicating . Observe is activities carried out by participants educate like read , see , observe , hear , listen . Activity this can conducted good without or with use tool . As example activity read ingredient readings / texts , literature , documents . (1) Observing photo , slide, film, a object by straight away . Listen or listening teacher explanation or sources , sources study in the form of audio. That activity \_ on meant for could develop competence participant educate in practice sincerity , thoroughness , seeking information .( 2) Asking , After the observation process , then activity next is participant educate submit question based on results his observations . Submit question about information that is not understood from what is observed or question for get information addition about what is observed . Activity ask is necessary skills \_ trained . Weakness education During this is one of them because participant educate no get used to put forward question as results of the thought process they do . Skills compile question this is very important for

practice power critical . ( 3) Reasoning / Associating Reasoning / associating is a logical and systematic thought process on the facts empirical that can observed for get conclusion in the form of knowledge . Associate is activity reasoning that becomes part step scientific . Term associate here \_ is equivalent from associate , isn't it Translate from reasoning , though term this also means reasoning or reasoning . Therefore , the term activity reasoning in context learning in the 2013 Curriculum with approach scientific many referring to theory study association or learning associative . Term association in learning refers to ability group diverse ideas and associate variety incident for then enter it Becomes fragment memory . (4) Communicating Communicate in context approach learning scientific (scientific) could in the form of I deliver results observation , conclusion based on results analysis by oral , written , or other media . Competence you want achieved is for develop attitude honest , thorough , tolerance , ability think systematic , revealing opinion with concise and clear , and develop ability good and correct language \_

#### *Learning based on Problem*

Learning based on problem is a learning model that starts with confront student on problem real or simulated problem . \_ at the time student face to face with problem that , then he will realize that for finish it he will use ability think critical , approach systematic and necessary integration information from share discipline science . Whereas if reviewed from variable task , then problem posed \_ must could understood students , namely could regarding with experience students at home , experiences at school , and experiences he as member society .

Learning based on problem is a learning model based on understand accommodating constructivist \_ involvement student in learning and solving problem authentic . In acquisition information and development understanding about topics , students study how construct framework problems , organize and investigate problems , collecting and analyzing data, compiling data facts , construct argument about solving problem , work individually or \_ collaboration in solving problem .

## **2. Method**

In part this type research , time and place research , subject research , procedures , instruments , techniques collection and technique data analysis will described . Type Study Study this including Classroom Action Research (CAR) carried out in two cycle or six times \_ advance learning . Each cycle consist of 4 ( four ) stages , namely planning ( Planning ), action ( Acting ), observation ( Observing) and reflection ( Reflecting ).

### ***Research Time***

Study this implemented for 6 months that is from month January until month June 2015. In the month first that is January used researcher for preparing proposals and instruments research . Month next that is February used researcher for collect cycle data first . on the moon third that is March used researcher for gather cycle data second . on the moon fourth namely April 2015 data has been collected then held data analysis .

### ***The place Study***

The place study this implemented in class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2015. Place study this implemented in accordance researcher on duty teach .

### ***Subject and Object Study***

Subject study this is participant educate class X AP 3 SMK Negeri 1 Purwodadi . Amount class X AP 3 as much as 39 participant educate .

### ***Data Source***

Study this as primary source is in the form of Mark results study condition start / precycle , value results learn Indonesian history cycle 1, and grades results learn Indonesian history cycle 2. Secondary data in study this obtained from friend colleagues / collaborators in the form of results observation about creativity good cycle 1 and cycle 2.

Study this form data sources in the form of numbers / quantitative data that is results study precycle , result study action cycle 1, and results study action cycle 2. Data in the form of descriptive or qualitative data that is description about process learning that is creativity participant educate .



### ***Data Collection Techniques***

Data collection techniques in study this with technique documentation , observation / observation , and tests written . Observation implemented by live for observe and dig information about learning process conditions .

Cycle 1 data about creativity study participant educate collected with technique observation / observation . Cycle 1 data about results study participant educate collected with technique test written . Cycle 2 data about creativity study participant educate collected with technique observation / observation . Cycle 2 data about results study participant educate collected with technique test written .

### ***Data Collection Tool***

Tools used in data collection that is document book notes and sheets observation / observation . Condition data beginning about creativity study Indonesian History collected through technique documentation the tool in the form of documentation book notes creativity study Indonesian History. Condition data beginning about results study Indonesian History collected with technique documentation the tool in the form of documentation book notes results study participant educate . Cycle 1 data about creativity study Indonesian History collected with technique observation / observation the tool in the form of sheet observation about creativity study Indonesian History. Cycle 1 data about results study Indonesian History participant educate collected with technique test written the tool in the form of details test written . Cycle 2 data about creativity study Indonesian History collected with technique observation / observation alanya in the form of sheet observation / observation . Cycle 2 data about results learn Indonesian History collected with technique test written the tool in the form of details question test written .

### ***Data Validation***

The data that has been obtained in the field study , collected and recorded in activity research in order to believed the truth so conducted validation ( validity ) of data. Data validation is guarantee for stability conclusion results research ( Sutopo , 2006: 91-92). Validation used \_ is with triangulation . Triangulation is business check data validity or information obtained \_ researcher from various

corner different view \_ with method reduce as much maybe the bias that occurs at the time data collection and analysis .

In study this data validation used with technique triangulation source and validity content / content validity . Triangulation source i.e. similar data dug up from various different data sources or dig information from different data sources . Information from a number of participant educate or collaborator for compared ( Sutopo , 2006: 93). The data that will validated is data about creativity study Indonesian history and results learn Indonesian History so that the two data will be valid or have Mark high trust . \_

#### ***Validation Creativity Study Indonesian History***

creativity data learn Indonesian History in action cycle 1 and cycle 2 are obtained with technique observation in order to obtain valid data then need involve other observers or collaborate with friend colleague . So for get creativity data study valid social studies then conducted triangulation source .

#### ***Validation of Indonesian History Study Results***

Result data learn Indonesian History in action cycle 1 and cycle 2 are obtained with technique test written in order valid data is obtained then need validated use validation content / content validity. Validation contents conducted with method compile grille before compile details question test written .

#### ***Data Analysis***

Study this use descriptive data analysis comparative that is analysis with compare data later next reflection . Reflection that is make conclusion based on descriptive comparative then give review about conclude the data and determine act further / action plan .

#### ***Creativity Data Analysis Study Indonesian History***

Qualitative data about creativity In studying Indonesian history, there are 3 data , namely condition data beginning creativity learn Indonesian History, action data cycle 1 about creativity learn Indonesian History, and action data cycle 2 about creativity learn Indonesian History analyzed with use descriptive comparative . Condition data beginning about creativity learn Indonesian History in comparison with creativity data learn Indonesian history action cycle 1.

Creativity data learn Indonesian history action cycle 1 compared with data creativity learn social studies cycle 2. With thereby analysis of the data with use descriptive comparative then reflected or give review about conclude the data and determine act further / action plan .

### ***Analysis of Indonesian History Learning Outcomes***

Quantitative data about results In studying Indonesian history, there are 3 data , namely condition data beginning results learn Indonesian History, action data cycle 1 about results learn Indonesian History, action data cycle 2 about results learn Indonesian History analyzed with use descriptive comparative . Condition data beginning about results learn Indonesian History in comparison with result data learn Indonesian history action cycle 1. Result data learn Indonesian history action cycle 1 compared with data results learn Indonesian History cycle 2. With thereby data analysis that has been obtained with use descriptive comparative then reflected or give review about conclude the data and determine act further / action plan .

### ***Performance Indicator***

In study this have 2 indicators performance namely : (1) For indicator performance creativity learn Indonesian History with condition beginning low so after existence action / action then have indicator performance condition end creativity learn Indonesian history a bit height ; (2) Indicator performance results learn Indonesian History with condition initial average 48 then after existence action / action then have indicator performance condition end results studying Indonesian History an average of 55..

## **3. Result and Discussion**

### ***Initial Condition***

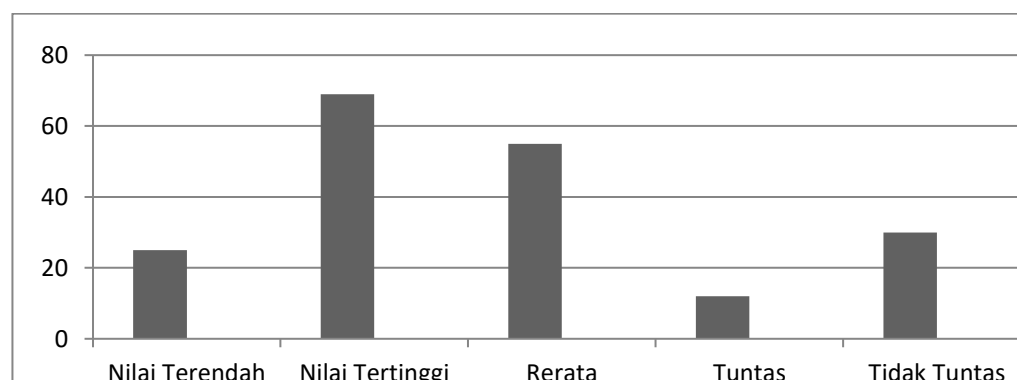
In activity study teach condition beginning creativity and learn Indonesian History for student class X AP 3 SMK Negeri 1 Purwodadi semester 2 of 2015 is still low . This thing seen through observations made by researchers \_ in activity study student that . low creativity study student seen that student just shut up, less give responses during the learning process . Student no have creativity for ask ,

ask opinion , given question no have courage for give answer . Learning process seen passive or student no have spirit inside \_ work task . low creativity study student could lead to the learning process Becomes less than optimal so material presented \_ Becomes no finished . Low creativity \_ the caused because researcher not yet use appropriate learning strategies \_ in the learning process students . Learning strategies that applied researcher still use learning strategies conventional that is with the only lecture character informative . Student only accept Theory limited to what was conveyed by the teacher so that student tend passive and active student not enough noticed by researchers /teachers. This is what causes low creativity student in study . Student no given chance for develop the potential that exists within them . Condition beginning results learning illustrated in table 1.

**Table 1.** Test Results Daily Initial Condition

No	Description	Repeat Score Daily
1.	Lowest value	25
2.	Highest score	69
3.	Average	55

For get more picture \_ clear served in diagram form then could seen in diagram 1 below this .



**Figure 1.** Chart of repeat Score Daily Initial Condition

For get more picture \_ clear served in form table frequency in table 2.

**Table 2.** Repeat Rate Frequency Daily Initial Condition

No	interval	Frequency	Percentage	Information	Average
1.	21 – 30	5	11.90	Not Complete	55

2.	31- 40	7	16.67	Not Complete
3.	42 -50	9	28.57	Not Complete
4.	51- 60	5	11.90	Not Complete
5.	61- 70	13	30.95	Not Completed 1 and 12 Completed
<b>Amount</b>		39	100	27 students no completed and 12 completed

From table 2 frequency Mark test daily condition beginning seen that results study student still low . Students who get Mark below 60 as many as 29 students which means student no finished . In the interval 61-70 as many as 13 students , among 13 students the there is 1 student no completed and 12 students who completed . by whole test daily on standard competency 1 as many as 27 students no completed and 12 students finished of 39 students . The average is 55 means not enough from KKM 68. With thereby condition beginning results study student seen still low .

### *Cycle 1*

Cycle 1 includes planning action , implementation action , result observation and reflection .

Implementation action cycle 1 is implemented in 3 x meeting or 6 x 45 minutes . At the meeting third (2 X 45) held test daily second . In implementation action cycle 1 includes implementation apperception , implementation core activities , and implementation cover .

#### *A. Creativity Study Indonesian History*

**Table 3.** Creativity Study Cycle 1

No	Condition Pre Cycle	Cycle 1
1.	still a lot passive student _	Passive student _ rather many
2.	mostly _ student no brave ask	Some students no brave ask
3.	Creativity study student still low	Creativity study student rather tall

In table 3 creativity study cycle 1 student show that situation study student with learning strategies with group big seen that existence liveliness student rather a lot . Some students active in share in the group . Student interested follow the learning process . Competence student could channeled with

formation study group big . Condition class feel a little crowded but the learning process teach feel pleasant for students .

#### *Indonesian History Study Results*

In cycle 1 result study student show that results study student with learning strategies based on problem with group big seen in table 6 values test daily cycle 1 shows that from results test daily The second was followed by 39 students . Highest score 72 and grade the lowest is 45 and the average is 64. For get more picture \_ clear served in form table 4 below this

**Table 4.** Repeat Score Daily Cycle 1

No	Description	Repeat Score Daily
1	Lowest value	45
2	Highest score	72
3	Average	64

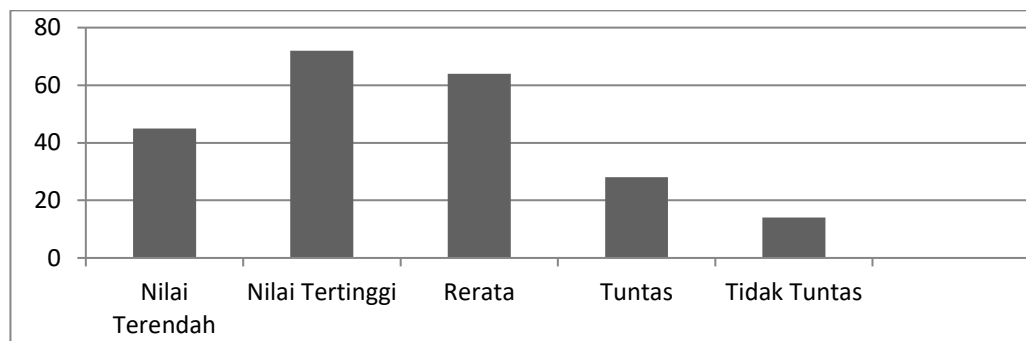
Study results in the form of test daily cycle 1 can served in form table frequency . For get more picture \_ clear served in form table frequency in table 5 below this .

**Table 5.** Repeat Rate Frequency Cycle 1

No	interval	Frequenc y	Percentag e	Information	Average
1.	41-45	1	2.38	Not finished	64
2.	46-50	1	2.38	Not finished	
3.	51-55				
4.	56-60	2	4.76	Not finished	
5.	61-65	5	11.90	Not finished	
6.	66-70	5	11.90	2 students no complete and 3 complete	
7.	71-75	25	59.52	Complete	
8.	Amount	39	100	28 students completed and 11 not finished	

In table 5 about frequency results study students in cycle 1 show that results test daily The second was followed by 39 students . Students who earn Mark not enough from KKM 68 is 14 students \_ no finished . Highest score 72 and grade

the lowest is 45 and the average is 64. Students who achieve finished as many as 28 students . If in percentage students who complete in cycle 1 are as much as 66,67 % . For get more picture \_ clear served in form diagram 2 below this .



**Figure 2.** Diagram of Repeat Score Daily Cycle 1

*Reflection Cycle 1 Creativity and History Learning Outcomes*

On condition the beginning of the learning strategy still applied by the teacher use learning strategies conventional that is with the only lecture character informative . Student only accept Theory limited to what was conveyed by the teacher so that student tend passive and active student not enough noticed by the teacher. For get more picture \_ clear served in form table 6 below this .

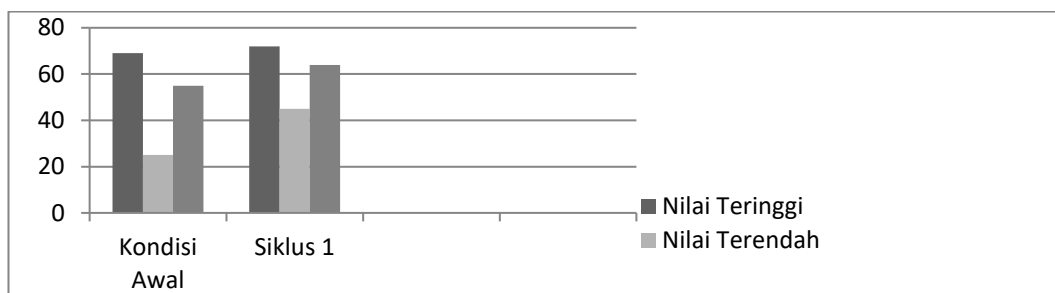
**Table 6.** Creativity Study Initial Conditions and Cycle 1

No	Condition Pre Cycle	Cycle 1
1.	still a lot passive student _	Passive student _ rather many
2.	mostly _ student no brave ask	Some students no brave ask
3.	Creativity study student still low	Creativity study student rather tall

**Table 7.** Repeat Score Daily Initial Conditions and Cycle 1

No	Initial Conditions of Repetition Daily beginning	Repeat Score Daily Cycle 1
1	Lowest value 25 Highest value 69 Average 55 Complete 12 Not Complete 27	Lowest value 45 Highest value 72 Average 64 Complete 28 Not finished 11

For get more picture \_ clear served in form diagram 2 below this .



**Figure 3.** Diagram of Repeat Score Initial Conditions and Cycle 1

In diagram 3 shows condition early teacher yet use learning strategies based on problem so that obtained results test daily Mark the lowest is 25 but in cycle 1 where the teacher has utilise strategy learning based on problem with group big obtained results study with Mark lowest 45. When compared with condition beginning so occur enhancement by 20 points. If in percentage increase is 44.44%.

On condition beginning obtained Mark test daily highest by 69 and on the cycle 1 is 72. When compared Among condition beginning with with cycle 1 occurs enhancement by 3 points. When percentage occur increase by 4.16%.

Condition beginning obtained average test daily of 55. In cycle 1 obtained average 64 . When compared to Among average condition beginning with cycle 1 occurs enhancement by 14 points. When percentage 14, 06% .

### ***Cycle 2***

Cycle 2 action is planned in 3 x meeting or 6 x 45 minutes . At the meeting fourth implemented test daily third . In action cycle 2 includes planning apperception , planning core activities , and planning cover .

Study student with learning strategies based on problem with group small . Teacher conditioning or realize system supportive learning \_ convenience study students and students have optimal opportunity to practice for get competence . Learning has bring change for teachers that is in learning in the teacher 's class as facilitator or moderator so give chance for student for active , creative and critical Through observation for get description about creativity study on cycle 2 presented in table 8 below this .



**Table 8.** Creativity Study Cycle 2

No	Condition Pre Cycle	Cycle 1	Cycle 2
1.	still a lot passive student _	Passive student rather many	Student many are active
2.	mostly _ student no brave ask	Some students brave ask	Many students are brave ask
3.	Creativity study student still low	Creativity student rather tall	Creativity study student tall

In table 8, cycle 2 creativity study student show that situation study student with learning strategies based on problem with group small seen that existence student many are active in learn it . Many students active in share in the group . Student interested follow the learning process . Competence student could channeled with formation study group small . Condition class feel crowded but the learning process teach feel pleasant for students .. Many students are brave ask . Creativity study student high . That thing created because the teacher plays a role empower whole potency students to be able carry out the learning process . Student could build or grow spirit soul independence with method give chance to her \_ for take initiative in learning . Teacher no again consider herself as the only one source in learning or knowledge transfer but knowledge possessed by students \_ that's the most important thing . Teacher pushes student for construct knowledge that has owned students . With so that learning could walk with good . Condition creativity learn in cycle 2 more clear seen in figure 9 below this .

**Table 9.** Repeat Score Daily Cycle 2

No	Initial Condition	Cycle 1	Cycle 2
1	Test Daily Condition beginning Lowest value 25 Highest value 69 Average 55	Test Daily on 1 cycle Lowest value 45 Highest value 72 Average 64	Test daily on cycle 2 Lowest value 55 Highest value 85 Average 69

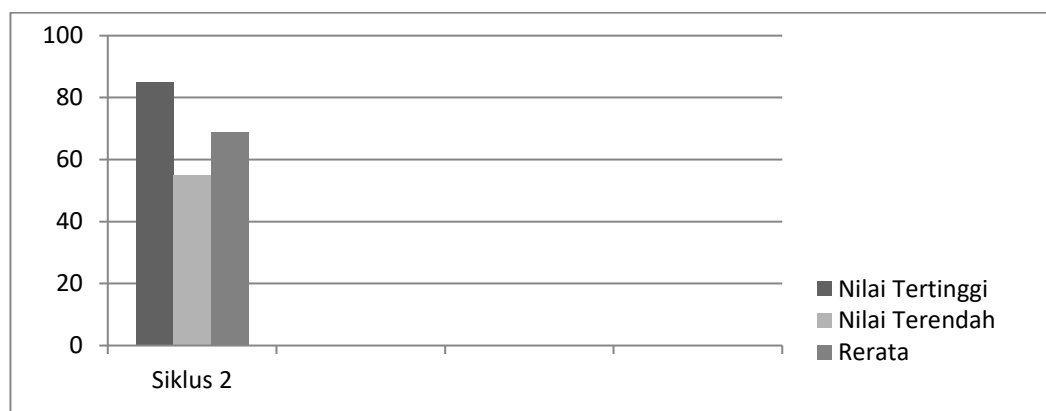
Value result test daily on the table 9 di cycle 2 shows that from results test daily the third followed by 39 students . Highest score 85 and grade the lowest is 55 and the average is 69. Students who achieve finished as many as 38 students . Study results in the form of test daily cycle 2 can served in form table frequency . For get more picture \_ clear served in form table frequency in table 10.

**Table 10.** Repeat Rate Frequency Cycle 2

No	interval	Frequency	Percentage	Information	Average
1.	51-55				69
2.	56-60				
3.	61-65				
4.	66-70	4		1 student no complete and 3 complete	
5.	71-75	20		Complete	
6.	76-80	12		Complete	
7.	81-85	3		Complete	
8.	Amount	39	100	38 students complete and 1 not finished	

In table 11 about frequency results study students in cycle 2 show that results test daily the third followed by 39 students . Students who earn Mark not enough from KKM 68 is as many as 4 students means as many as 4 students who do not finished . Highest score 85 and grade the lowest is 55 and the average is 69. Students who achieve finished as many as 38 students . If in percentage students who completed 90.48%. Students who complete the pre- cycle obtained the result is 28, 57% and cycle 1 is of 66.67% and cycle 2 of 90.48%.

Study results test daily cycle 2 can served in diagrammatic form . For get more picture \_ clear served in form diagram 4 below this .



**Figure 4.** Chart of Repeat Score Daily Cycle 2

## Discussion

### 1. Creativity Study

From condition beginning creativity study low Becomes condition end creativity study high . Condition the occur because learning strategies that still applied by the teacher use learning strategies conventional that is with the only lecture character informative . Student only accept Theory limited to what was conveyed by the teacher so that student tend passive and active student not enough noticed by the teacher. Creativity study student still low . That thing seen that part big student just shut up, less give responses during the learning process . mostly \_ student no have creativity for ask , ask opinion , given question no have courage for give answer . Learning process seen passive or student no have spirit inside \_ work task . Creativity study student still low . Condition the occur because the teacher is still using learning strategies conventional that is lecture .

Condition creativity study on pre cycle / condition beginning the different with condition creativity learn in cycle 1. In cycle 1 the teacher has take advantage of learning strategies based on problem with group big result in condition creativity study on pre cycle / condition beginning the different with conditions in cycle 1Class conditions feel a little crowded but the learning process teach feel pleasant for students . Condition creativity study on pre cycle / condition beginning different with conditions in cycle 1 are different in cycle 2.

In cycle 2 creativity study student show that situation study student with learning strategies based on problem with group small seen that existence student many are active in learn it . Many students active in share in the group . Student interested follow the learning process . Competence student could channeled with formation study group small . Condition class feel crowded but the learning process teach feel pleasant for students . Learning has bring change for teachers that is in learning in the teacher 's class as facilitator or moderator so give chance for student for active , creative and critical . Many students are brave ask . Creativity study student high .

## *2. Learning Outcomes*

Study results students in condition early / pre cycle is low proved from results test daily average of 55 . Average the under KKM 68. From the condition beginning average results study by 55 to condition end average results study 69.

Then occur increase . Enhancement by 14 points. When percentage an increase of 20.29%. Condition beginning results study the low because learning strategies that still applied by the teacher use learning strategies conventional that is with the only lecture character informative . On condition end occur enhancement results study because the teacher has take advantage of learning strategies based on problem . Competence student could channeled with formation study group big . Condition class feel a little crowded but the learning process teach feel pleasant for students . Performance improvement of academic achievement namely helping students understand difficult concepts.

#### **4. Conclusion**

Based on theory , hypothesis 1 states through learning strategies based on problem could increase creativity learn real Indonesian history by empirical , results pre cycle and cycle 1/ action 1 is obtained results creativity learning Indonesian History increases so good by theoretical and empirical through learning strategy based on problem could increase creativity learn Indonesian History for student class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2014/2015. Based on theory , hypothesis 2 states through learning strategies based on problem could increase results learn Indonesian History , reality by empirical results precycle and cycle 1/ action 1 obtained results learning Indonesian History increases so good by theoretical and empirical through learning strategy based on problem could increase results learn Indonesian History for student class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2014/2015. Based on theory , hypothesis 3 states through learning strategies based on problem could increase creativity and results learn real Indonesian history by empirical results cycle 1 and cycle / action 2 are obtained results increase so good by theoretical and empirical through learning strategy based on problem could increase creativity and results study with the mean in cycle 1 is 65, cycle 2 is obtained mean 72 so that the rise of Indonesian history for student class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2014/2015. Based on theory , hypothesis 2 states through learning strategies make up problem could increase results learn real Indonesian history by

empirical results cycle 1 and cycle 2 are obtained results increase so good by theoretical and empirical through learning strategy based on problem could increase results learn Indonesian History for student class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2014/2015. Based on theory , hypothesis 3 states through learning strategies based on problem could increase creativity and results learn real Indonesian history by empirical results precycle , cycle 1 and cycle 2 are obtained results increase so good by theoretical and empirical through learning strategy based on problem could increase creativity and results learn Indonesian History for student class X AP 3 SMK Negeri 1 Purwodadi in semester 2 of 2014/2015.

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