Growth of Student Creativity through Extracurricular Activities at Elementary School Laboratory of Universitas Pendidikan Indonesia Cibiru Campus

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Abstract

Extracurricular activities have an important role in the process of character education, especially character building in elementary school students. From several extracurriculars in SD Laboratory such as scouts, paskibra, crafts, and dance, this is an alternative extracurricular program that can grow and awaken students' creative spirit. Scout, paskibra, craft, and dance extracurricular training activities can help students to be able to develop their abilities. Students can express themselves through marching exercises, creating pioneering works, dancing, and many other interesting activities. In terms of education, character education is needed to instill a creative and critical attitude in students. However, the space for creative ideas for students to know how to implement, plan, implement, and evaluate activities in growing student creativity through routine exercises in extracurricular activities. Through a qualitative approach, this study seeks to find ways to find out what efforts can be made to foster students' creativity through extracurricular activities at Laboratory Elementary Schools. Data obtained through observation techniques, interviews, and documentation. Then the data was obtained which was then analyzed using a type of qualitative analysis.

Keywords: Creativity, Extracurricular



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INTRODUCTION

Education is one important indicator in one's life. Through education, knowledge and understanding will be obtained about changes in character and behavior that are able to develop and shape dignified character and educate the nation's life. According to Law Number 20 of 2003 concerning the national education system, Chapter II Article 3 contains that national education functions to develop and shape dignified national character and civilization in order to educate the nation's life, this is in harmony with the aim of being able to develop the potential of students so that become a human being who believes in and fears God Almighty, has noble character, is knowledgeable, creative, independent, innovative, and becomes a democratic and responsible citizen.

School is an educational institution that accommodates students to be fostered so that they have the ability, intelligence, and skills. In this case students are expected to achieve maximum learning achievement so that educational goals can be achieved by implementing extracurricular programs in accordance with the educational curriculum content. Extracurricular activities in education are intended as educational programs that are able to meet the demands of students, help those who lack skills, are able to enrich the learning environment, and stimulate them to be more active and creative. Extracurricular activities are expected to be able to meet the needs of students in order to gain knowledge and experience in various subjects which will one day be useful for students in everyday life. Through various extracurricular activities students can develop their talents, interests and abilities. Extracurricular activities at SD Laboratory UPI Campus Cibiru, can be seen from several aspects, namely from extracurricular objectives emphasizing the channeling and fostering of individual talents or potential through intensive activities, from student involvement during activities, that extracurricular activities must be taken by each student based on their needs itself from the point of view of the activities carried out, because the existing extracurricular programs are able to cover various kinds of activities that interest students. Of the several types of extracurriculars that exist such as: scouts, crafts, drum bands, and dance is an alternative extracurricular program that can foster student creativity. In every drama or theater activity there are moral messages that can be conveyed in a fun way. Scout activities, crafts, drum bands, and dance can help students develop their creativity in work, students express themselves through marching exercises and playing music.

Based on direct studies in the field, the UPI Campus Cibiru Elementary School Laboratory, there is something quite interesting because the school requires all students to take part in scouting activities, drum band activities are only required for grade 4 as one of the subjects, the rest is an extracurricular option according to talent and the interests of each student. Here scouts are very important to educate students' character because they are able to train independence, line up, train physically, and so on. Based on the above thoughts, researchers were encouraged to conduct research on character education, growing student creativity through extracurricular programs at UPI Campus Cibiru Elementary School Laboratory. This study aims to find out how the implementation, planning, implementation, evaluation, support, and obstacles to character education and students' creativity through extracurriculars.

RESEARCH METHODS

This research is a qualitative descriptive research using a case study research approach. Data collection was carried out using interview, observation, and documentation techniques. This research was conducted at UPI Campus Cibiru Elementary School Laboratory which is located on Jalan Raya Cibiru km. 15 Cibiru Wetan, Cibiru Hilir, Kec. Cileunyi, Kab. Bandung, West Java Postal code 40626 with the research subjects being school principals, vice principals for student affairs, class teachers, coaches, and also elementary laboratory students. Documents needed include school data, pictures of activities, and student artwork.

RESEARCH RESULTS AND DISCUSSION

Student creativity through extracurricular activities at school can develop if it is carried out as a form of habituation that is often or routinely carried out properly. one form of character education is the creative character possessed by students. In growing student creativity using the 4P strategy (personal, driving force, process, and product) as well as the peer tutoring method. Creative individuals encourage themselves to be involved in creative activities, with encouragement from themselves and a supportive environment, so that there is a process of development or the emergence of new ideas that are owned which are then poured in the form of creative works and products.

As one of the pathways for fostering extracurricular activities, it has several roles including: deepening and broadening students' knowledge, in the sense of enriching, sharpening, and improving students' knowledge related to program planning and curriculum, as a form to complement efforts to foster, stabilize, and form values - value the personality of students, foster and improve their talents, interests, and skills, and the expected result is being able to make children independent, confident, and especially creative. Apart from this, extracurricular activities also have functions, including::

- 1. Development, namely the function of extracurricular activities to develop the abilities and creativity of students in accordance with the potential, talents and interests of their students,
- 2. Social, namely the function of extracurricular activities to develop the abilities and sense of social responsibility of elementary school students,
- 3. Recreative, namely the function of extracurricular activities to develop a relaxed, uplifting and fun atmosphere for students that supports the process of developing abilities,
- 4. Career preparation, namely the function of extracurricular activities to develop students' career readiness.

Peer tutors are peers who are smart while older tutors are tutors from a higher class. In this case, peer tutors mean that a group of students who are more creative can provide assistance to students whose creative abilities are lacking by honing their skills with a system of sharing and learning together. In addition, the peer tutoring method has many advantages because this method utilizes the potential of each student such as a friendly personality, fluent in speaking, flexible, easy to get along with, has good achievement, and has good creativity to guide his friends so that they can be infected with the potential of the students. the. There will be a lot of knowledge and experience gained by students through a routine training process to be carried out every week.

The extracurricular program at UPI Campus Clbiru Elementary School Laboratory has a plan starting from materials, indicators, objectives, and activity agendas. All related matters have been planned in such a way by the coach and also the vice principal of the student affairs division so that the school's mission is achieved. In routine training every week, students study all the fields in the extracurriculars they participate in, be it scouts, squad members, drum band, dance, or anything else. The process of training activities is carried out in stages, besides adjusting to the activity agenda, it also adjusts to the abilities possessed by students.

CONCLUSION

Extracurricular activities have an important role in the process of character learning activities and have an important impact on the formation of students' creative character, especially students at the UPI Campus Cibiru Elementary School Laboratory. Of the many extracurriculars in this elementary school, the craft extracurricular is one of the extracurriculars that can hone students' abilities in fostering their creativity. In the process of growing student creativity through extracurricular programs which use the 4P strategy (personal, driving force, process, and product) as well as the existence of peer tutoring methods in routine training activities. Extracurricular activities at this school are highly supported by the school, parents, and also trainers in their respective fields. The school also always provides facilities, good containers, and always appreciates all the hard work of students.

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