ABSTRACT
INCREASING STUDENT'S CREATIVITY OF DANCE MOMENT THOUGH AUDIO VISUAL STIMULUS IN LEARNING DANCE AT X YEARS OF SMA NEGERI I METRO 2009
By
Silvista Sita Marharini

The research aims to learning plan, describe the process of learning the dance, evaluation of learning the dance, and enhancing student creativity through audio-visual stimulation, kinesthetic stimulation, and stimulation of ideas/ideas.

This action research conducted in three cycles, each cycle is reflected by involving the partner teacher as an observer. Cycle II with kinesthetic stimuli with stimuli that gave rise to a beautiful motion. Cycle III by audio-visual stimulation of ideas/ideas, stories, fairy tales, short stories, poems or certain events can inspire the students to perform the role that was delivered.

It can be concluded that (1) The quality of RPP which is arranged at the first cycle is medium category, the second cycle is good, and the third cycle is very good (2) The teacher’s activity increases, in the first cycle is medium, the second cycle good, and the third cycle is good (3) The student’s activity increases, the first cycle is medium, the second cycle is medium, the third cycle is good (4) The student’s activity increases, the first cycle is medium, the second cycle is good and the third cycle is good (5) the first cycle is = 68%, the second cycle is 77% and the third cycle is 97% of creativity is influenced by the talents with exercises independently.