

ABSTRAK

Pengaruh Model *Direct Instruction* dan *Inquiry* Terhadap Hasil Belajar dalam Permainan Softball

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Softball adalah merupakan salah satu cabang olahraga yang masuk kedalam kategori *open skill* yang memerlukan pemahaman bermain seutuhnya, pelaksanaannya dipengaruhi oleh kondisi, situasi dan lingkungan yang selalu berubah. Penggunaan model pembelajaran yang variatif dan sesuai sangat dibutuhkan. Masalah penelitian ini sampai sejauh mana pengaruh model *direct instruction* dan *inquiry* terhadap hasil belajar permainan softball. Metode yang digunakan adalah metode eksperimen dengan desain *Pretest -Posttest Control Design*. Sampel dalam penelitian ini adalah siswa kelas X MIA di SMA Negeri 4 Cimahi sebanyak 30 siswa. Pengambilan sampel dilakukan dengan teknik *Purposive Sample*. Instrumen pengambilan data dengan *Game Performance Assesment Insrument*. Hasil pengolahan data dan pengujian hipotesis menunjukkan peningkatan hasil pembelajaran siswa pada model pembelajaran *Direct Instruction* diperoleh t hitung = $4,79 > 1,70$ dengan taraf nyata (α) = $0,05$. lebih baik dari pada model pembelajaran *Inquiry* diperoleh t hitung = $2,56 > 1,70$. Kesimpulanya baik model *direct instruction* maupun *inquiry* telah meningkatkan hasil belajar dalam permainan *softball*, dimana model *direct instruction* memberikan pengaruh yang lebih baik dari model *inquiry*.

Kata kunci : Model pembelajaran *Direct Instruction*, *Inquiry*, Hasil Belajar Permainan *Softball*.

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ABSTRACT

The Influence of Direct Instruction and Inquiry Model to The Learning Result of Softball Game

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Softball is a sport branch that categorized as an openskill sport which needs a whole understanding, the implementation is highly influenced by the condition, situation and the changing environment. Therefore, the use of a variety and appropriate learning model is highly needed. The research problem in this research is to seek to what extent the influence of direct instruction and inquiry learning model to the learning result of softball game are. The method used in this research was the experimental method with the design of Pretest-Posttest Control Design. Thirty students of X MIA in SMAN 4 Cimahi were the sample of this research. The sample were taken by using the Purposive Sample technique. The instrument used was the Game Performance Assessment Instrument. The result of data processing and hypothesis testing showed the increasing of the students' learning result on the Direct Instruction learning model was obtained $t \text{ count} = 4,79 > 1,70$, with the real extent (α) = 0,05 which was better than Inquiry learning model that was obtained $t \text{ count} = 2,56 > 1,70$. Therefore, it could be concluded that the Direct Instruction and Inquiry learning model had increased the learning result in softball game, in which the Direct Instruction learning model gave a better influence than the Inquiry learning model.

Keywords: Direct Instruction learning model, Inquiry, Learning Result of Softball Game.

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