

## ABSTRAK

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### IMPLEMENTASI MODEL PEMBELAJARAN INKUIRI TERHADAP WAKTU AKTIF BELAJAR

(PTK Di Kelas Ekstrakurikuler Futsal MAN 2 Cianjur)

Pembimbing: Drs. Toto Subroto, M.Pd.

Penelitian ini dilatarbelakangi oleh permasalahan yang peneliti temukan pada saat observasi awal di MAN 2 Cianjur yaitu rendahnya waktu aktif belajar yang dilakukan siswa saat proses pembelajaran aktivitas permainan futsal. Penelitian ini bertujuan untuk memperbaiki proses pembelajaran aktivitas permainan futsal, melalui penerapan model pembelajaran inkuiri. Metode penelitian yang digunakan adalah Penelitian Tindakan Kelas (PTK), dilakukan dalam dua siklus, setiap siklus terdiri atas tiga tindakan. Setiap siklus dilakukan melalui empat tahapan, yaitu : perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian adalah siswa pada kelas ekstrakurikuler futsal di MAN 2 Cianjur sebanyak 20 orang. Teknik pengumpulan data dilakukan dengan observasi, catatan lapangan, dan catatan observasi. Teknik analisis data yang digunakan adalah: (1) untuk data kualitatif menggunakan teknik triangulasi, (2) untuk data kuantitatif menggunakan teknik statistik persentase. Berdasarkan analisis data diperoleh hasil: (1) jumlah waktu Manajemen (M) sebanyak 8,9%, (2) jumlah waktu Instruksi (I) sebanyak 22,2%, (3) jumlah waktu Aktif belajar (A) sebanyak 63,3 %, (4) dan jumlah *Waiting* (W) sebanyak 5,6%. Untuk hasil belajar: (1) ranah afektif siswa menunjukkan sikap disiplin secara konsisten (100%), (2) ranah kognitif sebanyak 16 orang dari 20 orang siswa (80%) menunjukkan penguasaan materi pembelajaran, (3) ranah psikomotor sebanyak 14 orang dari 20 (70%) orang siswa melakukan demonstrasi gerakan sesuai dengan materi pembelajaran. Kesimpulan dari hasil penelitian ini bahwa implementasi model pembelajaran inkuiri dalam pembelajaran permainan futsal dapat meningkatkan jumlah waktu aktif belajar siswa pada ekstrakurikuler futsal di MAN 2 Cianjur.

**Kata Kunci : Model Pembelajaran Inkuiri, Permainan Futsal, Jumlah Waktu Aktif Belajar**

## ABSTRACT

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### THE IMPLEMENTATION OF INQUIRY-BASED METHOD TO IMPROVE THE ACTIVE LEARNING TIME

(PTK In Futsal Extracurricular Class In MAN 2 Cianjur)

Guided by: Drs. Toto Subroto, M.Pd

This research is motivated by the problems that the research found at the beginning of the observation in MAN 2 Cianjur which was the low time active learning that students do during the learning process of futsal game activity. This study aims to improve the learning process of futsal game activity, through the application of inquiry learning model. The research method used in Classroom Action Research (PTK). Being conducted in two cycles, each cycle consists of three actions. Each cycle is conducted through four stages, namely: planning, implementation, observation, and reflection. The subject of research is students of futsal extracurricular class in MAN 2 Cianjur as many as 20 people. Data collection technique was done by observation, field note, and observation note. Data analysis techniques used are: (1) for qualitative data using triangulation technique, (2) for quantitative data using statistical technique percentage. Based on data analysis, the result of time Management (M) 8,9% Instruction time (I) 22,2% Active learning time (A) 63,3% and Waiting (W) 5,6%. For learning result: (1) affective aspect of student showed consistent discipline attitude (100%), (2) cognitive domain of 16 people from 20 students (80%) showed mastery of learning materials, (3) psychomotor domain as many as 14 people from 20 (70%) of the students performed a demonstration of the movement of learning materials. The conclusion from the result of this research is that the implementation of inquiry learning model in the futsal-game learning can increase the number of active students' learning time at extracurricular futsal in MAN 2 Cianjur

**Keywords : Inquiry Learning Model, Futsal Game, Total pf Active Learning Time**