

ASBTRAK

MUAMMAR AFIF MARPAUNG. Perbedaan Model Pembelajaran Dan Kreativitas Siswa Terhadap Hasil Belajar Menggiring Bola Pada Sepak Bola Siswa Kelas VII SMP AR Rahman Percut. Tesis. Medan : Program Pascasarjana Universitas Negeri Medan, April 2019.

Penelitian ini bertujuan untuk mengetahui manakah yang lebih baik antara model pembelajaran inkuiri dan model kooperatif tipe NHT terhadap hasil belajar menggiring bola. Desain penelitian menggunakan faktorial 2×2 dengan sampel berjumlah 48 siswa. Data hasil eksperimen dianalisis menggunakan rumus ANAVA dua jalur. Hasil penelitian ini menunjukkan bahwa (1) terdapat perbedaan hasil belajar menggiring bola dalam permainan sepak bola antara model pembelajaran inquiry dan model pembelajaran kooperatif tipe NHT, (2) Terdapat interaksi antara model pembelajaran dengan kreativitas terhadap hasil belajar menggiring bola dalam permainan sepak bola, (3) Model pembelajaran kooperatif tipe NHT lebih baik daripada model pembelajaran inkuiri terhadap hasil belajar menggiring pada materi sepak bola pada kelompok siswa keativitas rendah, (4) Model pembelajaran inkuiri lebih baik daripada model pembelajaran Kooperatif Tipe NHT terhadap hasil belajar menggiring pada materi sepak bola pada kelompok siswa kreativitas tinggi.

Kata Kunci : Model Pembelajaran, Kreativitas, Menggiring Sepakbola

ABSTRACT

MUAMMAR AFIF MARPAUNG. Differences in Student Learning and Creativity Models of Learning Outcomes Leading Balls to VII Grade Students of AR Rahman Percut Middle School. Thesis. Medan: Postgraduate Program Medan State University, April 2019

This study aims to find out which is better between inquiry learning models and NHT type cooperative models on the results of learning dribbling. The research design uses factorial 2x2 with a sample of 48 students. The experimental data were analyzed using the two-way ANAVA formula. The results of this study indicate that (1) there are differences in dribbling learning outcomes in soccer games between the inquiry learning model and the NHT cooperative learning model, (2) There is an interaction between the learning model with creativity towards the results of learning dribbling in soccer games, (3) The NHT cooperative learning model is better than the inquiry learning model for learning outcomes leading to soccer material in the low keativity student group, (4) The inquiry learning model is better than the Cooperative Type NHT learning model for learning outcomes leading to soccer material on high creativity student group.

Keywords: Learning Model, Creativity, Football Dribbling