

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Problem Based Learning* dengan Strategi Inkuiri terhadap kemampuan berpikir kreatif siswa kelas X RPL di SMK Negeri 1 Labang pada mata pelajaran Pemograman Dasar. Desain penelitian yang digunakan adalah desain *quasi eksperimental design* dengan bentuk *Nonequivalent Control Group Design*. Populasi yang digunakan adalah siswa kelas X RPL SMKN 1 Labang dengan sampel kelas X RPL 1 dan X RPL 2 dengan menggunakan teknik sampling jenuh. Teknik analisis data menggunakan uji-t sampel bebas. Teknik pengumpulan data yang digunakan yaitu tes kemampuan berpikir kreatif, observasi aktivitas guru, observasi aktivitas siswa dan angket respon siswa. Hasil analisis data menunjukkan bahwa nilai rata-rata *posttest* kelas eksperimen sebesar 63,60 dan kelas kontrol sebesar 13,08. hasil uji-t diketahui nilai F_{hitung} sebesar 4,477 sedangkan nilai F_{tabel} untuk taraf signifikan 0,05 diperoleh sebesar 2,060 sehingga H_0 ditolak dan H_a diterima yang artinya ada pengaruh model *Problem Based Learning* dengan Strategi Inkuiri terhadap kemampuan berpikir kreatif siswa. Hasil rata-rata keterlaksanaan pembelajaran aktivitas guru pada pertemuan pertama diperoleh sebesar 84% dan pertemuan kedua 78% dengan kategori baik sedangkan hasil rata-rata keterlaksanaan pembelajaran aktivitas siswa pada pertemuan pertama diperoleh sebesar 79% dengan kategori baik dan pertemuan kedua 87% dengan kategori sangat baik. Selanjutnya hasil respon siswa menggunakan model *Problem Based Learning* dengan strategi inkuiri sebesar 68 dengan kategori baik

Kata Kunci : *Problem Based Learning*, Strategi Inkuiri dan Kemampuan Berpikir Kreatif Siswa.

ABSTRACT

This study aims to determine the effect of Problem Based Learning learning models with Inquiry Strategies on the creative thinking ability of class X RPL students at SMK Negeri 1 Labang on Basic Programming subjects. The research design used was a quasi experimental design with the form of Nonequivalent Control Group Design. The population used was class X RPL students at SMK 1 Labang with samples of class X RPL 1 and X RPL 2 using a saturated sampling technique. The data analysis technique uses the free sample t-test. Data collection techniques used were the test of creative thinking ability, observation of teacher activity, observation of student activities and student response questionnaires. The results of data analysis showed that the average value of the experimental class posttest was 63.60 and the control class was 13.08. the t-test results are known to be 4.477 while the value for the significant level of 0.05 is 2.060 so that H_0 is rejected and H_a is accepted which means there is an effect of the Problem Based Learning model with Inquiry Strategies on students' creative thinking abilities. The average results of the implementation of teacher activity learning at the first meeting were obtained at 84% and the second meeting 78% with good categories while the average results of the implementation of learning activities of students in the first meeting were obtained by 79% with good categories and the second meeting 87% with very categories well. Furthermore the results of the responses of students used the Problem Based Learning model with an inquiry strategy of 68 in the good category

Keywords: *Problem Based Learning, Inquiry Strategy and Student Creative Thinking Ability.*