

ABSTRAK

Berdasarkan fakta dan informasi dari guru-guru MTs Al Islam Genilangit bahwa sebagian besar siswa MTs Al Islam sangat sulit dikendalikan dalam proses pembelajaran di kelas. Mata pelajaran al Qur'an hadits, sering dianggap pelajaran yang kurang menarik dan menakutkan. Karena terlalu banyak hafalan dan banyak membaca Arab, sehingga banyak siswa yang merasa jenuh dengan materi mata pelajaran ini. Hal ini disebabkan metode yang digunakan guru selama ini kurang menarik dan monoton, akhirnya hasil belajar yang dicapai rata-rata masih sangat kurang, yaitu 58. Sedangkan KKM yang ingin dicapai adalah 70.

Penggunaan metode yang tepat akan turut menentukan efektifitas dan efisiensi pembelajaran. Inquiry merupakan salah satu metode pembelajaran yang menuntut peserta didik untuk berfikir, yang melibatkan mereka untuk menjadi produktif, analitis dan kritis. *Team game tournament* bertujuan menciptakan dinamika kelompok kohesif dan kompak serta tumbuh rasa kompetisi antar kelompok, suasana diskusi nyaman dan menyenangkan seperti dalam kondisi permainan. Berdasarkan uraian di atas maka dapat dirumuskan beberapa pokok permasalahan yaitu : 1. Apakah metode *inquiry* dengan model *team game tournament* dapat meningkatkan keaktifan siswa kelas VIII-A MTs Al Islam Genilangit pada pembelajaran al Qur'an Hadits? 2. Apakah metode *inquiry* dengan model *team game tournament* dapat meningkatkan prestasi belajar siswa kelas VIII-A MTs Al Islam Genilangit pada pembelajaran al Qur'an Hadits? Tujuan Penelitian: 1. Meningkatkan keaktifan siswa MTs Al Islam Genilangit pada pembelajaran al Qur'an Hadits, menggunakan metode *inquiry* dengan model *team game tournament*. 2. Meningkatkan hasil belajar siswa, baik dari segi afektif, kognitif dan psikomotorik dengan menerapkan metode *inquiry* dengan model *team game tournament* dalam pembelajaran untuk memecahkan masalah-masalah yang terjadi dalam pembelajaran al Qur'an Hadits.

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK) dengan menerapkan metode *inquiry* dengan model *team game tournament* pada pembelajaran al Qur'an Hadits untuk meningkatkan hasil belajar siswa kelas VIII-A MTs Al Islam Genilangit Magetan

Dari hasil penelitian dapat diambil kesimpulan bahwa ada peningkatan keaktifan dan hasil belajar siswa. Hal ini dapat dilihat dari hasil penelitian yaitu : Sesuai dengan kriteria yang dibuat pada observasi awal memperoleh nilai rata-rata 1,76, hal ini menunjukkan siswa kurang aktif, pada siklus 1 memperoleh nilai rata-rata 2,52, hal ini menunjukkan siswa cukup aktif, pada siklus 2 memperoleh nilai rata-rata 3,47, hal ini menunjukkan siswa aktif, pada siklus 3 memperoleh nilai rata-rata 3,58 hal ini menunjukkan siswa aktif. Pada siklus pertama sampai siklus ketiga rata-rata prestasi belajar siswa meningkat dari 68,8 menjadi 75,47 kemudian pada siklus ketiga 78,94. Dari rata-rata ketiga siklus itu adalah 74,43. Sedangkan prosentase ketuntasan belajar siswa siklus 1 mencapai 65%, siklus 2 menjadi 82% dan siklus 3 menjadi 94%.

Kata kunci : Metode Inquiry, Model Team Game Tournament dan Hasil Belajar

ABSTRACT

Based on the fact and information from the teachers in MTs Al Islam Genilangit, all most of the students are very difficult to handle in teaching learning process in the classroom. Qur'an Hadist is often considered the lesson which is not interest and scared by the students. In this lesson, there are a lot of memorize and read the Arabic letters, so many students were felt bored in teaching learning. The cause of these problems are the method of teacher is not interest enough and monotonous in the classroom. Finally, the study result of the students is not enough too. It is about 58, while Criterion of Completeness Minimum is 70.

The use of appropriate method will determine the effectively and efficiently in the learning. Inquiry is one of teaching learning method which is demand the students to think that involve them to be a productive, analytic, and critics. The purpose of Team Game Tournament is to create dynamical cohesive group and compact group. Beside that, it can also to grow up of competition between each group and it can make a comfortable condition of discussion and enjoyment like in the game. Based on that explanation, it can be concluded that there are some of problems that are: 1. Is the inquiry method and the model of TGT can increase the student's active of class VIII-A MTs Al Islam Genilangit in the lesson of Qur'an Hadist? 2. Is the inquiry method and the model of TGT can increase the student's study results of class VIII-A MTs Al Islam Genilangit in the lesson of Qur'an Hadist? The objectives research is: 1. To increase the student's active of MTs Al Islam Genilangit in the lesson of Qur'an Hadist by using the inquiry method and the model of TGT. 2. To increase the student's study results in affective, cognitive, and psychomotor by applying inquiry method and the model of TGT in teaching learning to solve the problems which occurred in the lesson of Qur'an Hadist.

This research uses classroom action research by applying inquiry method and the model of TGT in teaching Al Qur'an Hadist to increase the student's study results of class VIII-A MTs Al Islam Genilangit Magetan.

From the result of this research, it can be concluded that classroom action research had indicated the increase of student's active and the student's study results. It can be seen from the result of this research, they are: The criterion appropriate in pre observation getting the average score 1,76. It proved that the student's active is less. In the first cycle is getting the average score 2,52. It proved that the student's active enough. In the second cycle is getting score average 3,47. It proved that the student's active is increase than before. In the third cycle is getting the average score 3,58. It proved that the student's active is more increase. In the first to the third cycle, the average of student's study results is increase from 68,8 to be 75,47. Then, in the third cycle, the score is 78,94. From the average all of the cycles, the score is 74,43. Whereas, the percentage of completeness the student's learning from the first cycle, it can reached 65%, the second cycle 82%, and the third cycle 94%.

Key Word: Inquiry Method, Team Game Tournament Model's and Result of Study