

## ABSTRAK

**IMELIA FITRIA DEWI:** Pengaruh Model Pembelajaran *Gallery Walk* Berbasis Pendekatan *Inquiry Learning* Terhadap Kemampuan Berpikir Kreatif Siswa Pada Materi Ekosistem (Penelitian *Quasi Eksperimen* pada Siswa Kelas X MIA SMA Plus Al-Aqsha).

Kemampuan berpikir kreatif adalah kemampuan untuk memunculkan gagasan baru yang bersifat unik serta dapat menemukan cara penyelesaian suatu masalah dengan menggabungkan pengetahuan yang sebelumnya telah dimiliki siswa. Berdasarkan observasi dilapangan, dalam proses pembelajaran siswa seringkali kurang aktif serta kurangnya motivasi dalam belajar sehingga ketuntasan belajar kurang dari 50%. Sehingga diperlukan pembelajaran yang mampu melibatkan siswa dalam proses pembelajaran agar siswa menjadi lebih aktif dan mampu meningkatkan kemampuan berpikir kreatif siswa, maka digunakan model *gallery walk* berbasis pendekatan *inquiry learning*.

Tujuan dari penelitian ini yaitu untuk mengetahui pengaruh model *gallery walk* berbasis pendekatan *inquiry learning* terhadap kemampuan berpikir kreatif siswa. Metode penelitian yang digunakan yaitu *quasi eksperimen*. Teknik sampling yang digunakan adalah *Purposive Sampling*. Kelas X MIA I sebagai kelas eksperimen dan X MIA II sebagai kelas kontrol. Instrument penelitian yang digunakan adalah seperangkat tes kemampuan berpikir kreatif, angket dan lembar observasi. Analisis data penelitian meliputi uji normalitas, uji homogenitas dan uji hipotesis. Pengumpulan data diperoleh dari test dengan jumlah 10 soal essay untuk *pretest* dan *posttest*.

Berdasarkan hasil analisis data menunjukkan nilai rata-rata *N-Gain* kelas eksperimen sebesar 0.73 lebih tinggi dari kelas kontrol sebesar 0.51. Hasil uji t menunjukkan bahwa data yang dihasilkan sesuai dengan kriteria yaitu  $t_{hitung}(5.53) > t_{tabel}(1.99)$  dengan taraf signifikan 5% artinya  $H_0$  ditolak dan  $H_1$  diterima, dapat disimpulkan bahwa model *gallery walk* berbasis pendekatan *inquiry learning* berpengaruh terhadap kemampuan berpikir kreatif siswa pada materi ekosistem.

**Kata Kunci:** Berpikir Kreatif, Model *Gallery Walk*, Pendekatan *Inquiry Learning*, Ekosistem

## ABSTRACT

**IMELIA FITRIA DEWI:** The Effect of Gallery Walk Learning Model Based on Inquiry Learning Approach on Students' Creative Thinking Ability on Ecosystem Materials (Quasii Experimental Research on Class X MIA Students of SMA Plus Al-Aqsa).

The ability to think creatively is the ability to come up with new ideas that are unique and can find ways to solve a problem by combining the knowledge that students have previously had. Based on field observations, in the learning process students are often less active and lack of motivation in learning so that learning completeness is less than 50%. So that learning is needed that is able to involve students in the learning process so that students become more active and able to improve students' creative thinking skills, then the gallery walk model based on the inquiry learning approach is used.

The purpose of this study was to determine the effect of the gallery walk model based on the inquiry learning approach on students' creative thinking skills. The research method used is quasi-experimental. The sampling technique used is purposive sampling. Class X MIA I as the experimental class and X MIA II as the control class. The research instrument used was a set of creative thinking ability tests, questionnaires and observation sheets. Analysis of research data includes normality test, homogeneity test and hypothesis testing. Data collection was obtained from a test with a total of 10 essay questions for pretest and posttest.

Based on the results of data analysis, the average N-Gain value of the experimental class is 0.73 which is higher than the control class of 0.51. The results of the t-test show that the data generated is in accordance with the criteria, namely  $t_{count} (5.53) > t_{table} (1.99)$  with a significant level of 5% meaning that  $H_0$  is rejected and  $H_1$  is accepted, it can be concluded that the gallery walk model based on the inquiry learning approach has an effect on students' creative thinking skills in ecosystem material.

**Keywords:** Creative Thinking, Gallery Walk Model, Inquiry Learning Approach, Ecosystem