



**PENERAPAN MODEL PEMBELAJARAN PROBLEM BASED INSTRUCTION  
(PBI) DENGAN MEDIA PERMAINAN KARTU SOAL DISERTAI JAWABAN  
PADA PEMBELAJARAN FISIKA DI SMA**

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# PENERAPAN MODEL PEMBELAJARAN PROBLEM BASED INSTRUCTION (PBI) DENGAN MEDIA PERMAINAN KARTU SOAL DISERTAI JAWABAN PADA PEMBELAJARAN FISIKA DI SMA

(The Implementasion Of Teaching Model Problem Based Instruction By Using Question Cards Media Complete With The Answer in Physic in SMA)

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## Abstract

Prolem Based Instrucyion (PBI) by using qustion cards media complete with the answer is one of teaching model that is ble to be used to create an interesting teaching learning, and student are able to increase the activities and the results of teaching learning physic. The implementation of PBI model is able to increase the activities and the result of students learning because in the teaching learning process they train to develop their own knowledge, develop their problem solving, and increase their confidence. The usage of question cards media complete with the answer to create the class atmosphere with high motivation and able to increase thinking ability. According to the data analysis above, the conclusion of this research are: 1) there is a significant effect of using question cards media complete with the answer to the students' teaching learning physic conventionally in the tenth grade students of SMA Negeri 5 Jember in the 2012/2013 academic year. 2) Student learning activities X.5 class SMA Negeri 5 Jember in the academic year 2012/2013 during the learning of physics using PBI models (Problem Based Instruction) with a media card game questions with answers included in the active category. This is because the learning model of the PBI (Problem Based Instruction) with a media card game questions with answers students are actively in all learning activities both in the investigation for problem solving, discussion, presentation of the results of the discussion and implementation of the game.

*keywords: problem-based instruction with media cards game questions with answers, learning outcomes and learning activities.*

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## PENDAHULUAN

Perkembangan ilmu pengetahuan dan teknologi dari waktu ke waktu semakin pesat, arus globalisasi juga

semakin hebat. Akibat kedua fenomena ini antara lain memunculkan persaingan dalam berbagai bidang kehidupan terutama lapangan pekerjaan. Untuk menghadapi tantangan berat ini