

## ABSTRAK

**Muhammad Denny Supriatna Sadikin (2014). Judul Upaya Memodifikasi Alat Pada Permainan Kasti Untuk Meningkatkan Hasil Belajar Siswa Kelas IV SDN Caringin Nunggal Cianjur Penelitian Tindakan Kelas. Pembimbing I: Drs. Mudjihartono, M.Pd dan Pembimbing II Arif Wahyudi, S.Pd.**

Tujuan penelitian ini adalah untuk mengetahui bahwa dengan memodifikasi alat pada permainan kasti dapat meningkatkan hasil belajar siswa. Metode penelitian yang digunakan dalam penelitian ini yaitu metode Penelitian Tindakan Kelas atau *classroom action research*. Hasil peningkatan tersebut ditunjukkan dari peningkatan hasil persentase rata-rata setiap siklusnya. Data awal adalah lempar tangkap rata-rata 4,41, lari rata-rata 37,55, lempar target rata-rata 4,85 dan memukul rata-rata 3,55. Siklus I tindakan I adalah lempar tangkap rata-rata 5,55, lari rata-rata 37,29, lempar target rata-rata 5,91 dan memukul rata-rata 4,61. Siklus I tindakan II adalah lempar tangkap rata-rata 6,12, lari mengelilingi lapangan 36,93, lempar target rata-rata 7,03, memukul bola 5,55. Siklus II tindakan 1 adalah lempar Tangkap rata-rata 6,76, lari rata-rata 36,62, lempar target nilai 7,67, memukul bola nilai 6,97, siklus II tindakan 2 adalah lempar tangkap nilai 7,39, lari 36,38, lempar target nilai 8,33, dan memukul bola nilai 6,79. Kesimpulan dari hasil penelitian ini yaitu dengan upaya memodifikasi alat pada permainan kasti dapat meningkatkan hasil belajar siswa kelas IV SDN Caringin Nunggal kabupaten Cianjur.

***Kata kunci : Penelitian tindakan kelas, memodifikasi alat, hasil belajar, permainan kasti***

## ABSTRACT

**Muhammad Denny Supriatna Sadikin (2014). Title The Efforts to Modify Instruments in Baseball Game to Improve Learning Outcomes of 4th (Fourth) Grade Students in SDN Caringin Nunggal Cianjur Classroom Action Research. Supervisor I: Drs. Mudjihartono, M.Pd. Supervisor II: Arif Wahyudi, S.Pd**

The aim of this study is to discover that modifying instruments in baseball game can improve students' learning outcomes. Research methodology used in this study is classroom action research method. The result is indicated from the improvement of the result of the average percentage in each cycle. The preliminary data encompasses passing (throwing-catching activity) that got 4.41 in the average, running got 37.55 in the average, throwing at the target got 4.85 in the average, and hitting got 3.55 in the average. Cycle I and action I, in the average, got 5.55 for passing (throwing-catching activity), 37.29 for running, 5.91 for throwing at the target, and 4.61 for hitting. Cycle I action II got was passing (throwing-catching activity) which got 6.12, running around the field got 36.93, throwing at the target got 7.03, and hitting the ball got 5.55, each in the average. Cycle II action I was passing (throwing-catching activity) got 6.76, running got 36.62, throwing at the target got 7.67, hitting the ball got 6.97, each in the average. Cycle II action II was, in average, passing (throwing-catching activity) got 7.39, running 36.38, throwing at the target got 8.33, and hitting the ball got 6.79. The conclusion from this study is the efforts to modify instruments in baseball game can improve 4th (fourth) grade students' learning outcomes in SDN Caringin Nunggal Cianjur.

***Key word : classroom action research, Modify Instruments, Learning Outcomes, kasti games***