

**Penerapan Pendekatan *Basketball Like Games* Untuk Meningkatkan Jumlah Waktu Aktif Belajar Dan Hasil Belajar Siswa Di Sekolah Dasar Negeri Gegerkalong Girang 1-2 Kota Bandung**

**ABSTRAK**

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Penelitian ini merupakan sebuah penelitian mengenai upaya meningkatkan jumlah waktu aktif belajar dan hasil belajar siswa yang dilakukan di SDN Gegerkalong Girang 1-2 Kota Bandung. Pembelajaran pendidikan jasmani sekolah dasar guru hanya memberikan pembelajaran yang biasa saja tanpa adanya suatu interaksi antara guru dan murid serta kurangnya modifikasi pembelajaran, hal ini menyebabkan siswa tidak ikut berpartisipasi secara merata dalam mengikuti pembelajaran. Penelitian dilaksanakan dengan metode penelitian tindakan kelas atau *classroom action research* dengan menggunakan rancangan penelitian yang dikembangkan oleh Kurt Lewin yang terdiri atas tahapan perencanaan tindakan. Pelaksanaan tindakan, observasi, dan refleksi. Penelitian dilaksanakan terhadap 40 siswa kelas VA SDN Gegerkalong Girang 1-2 Kota Bandung yang terdiri atas 21 siswa laki-laki dan 19 siswa perempuan. Proses penelitian dibagi kedalam dua siklus dan setiap siklus terdiri atas dua tindakan. Data dikumpulkan dengan menggunakan instrumen observasi *Grup Time Sampling*, dan observasi Hasil Belajar. Semua data yang terkumpul dianalisis dengan menggunakan teknik persentase. Hasil analisis data menunjukkan bahwa penerapan aktivitas *basketball like games* dapat meningkatkan jumlah waktu aktif belajar dan hasil belajar siswa sekaligus meningkatkan mutu proses dan mutu pembelajaran pendidikan jasmani di Sekolah Dasar Negeri Gegerkalong Girang 1-2 Kota Bandung.

***Kata Kunci: Penerapan aktivitas Basketball like games, Jumlah Waktu Aktif Belajar, Hasil Belajar Siswa.***

**Application of Approach Basketball Like Games To Increase Total Time  
Active Learning and Student Results  
State Elementary School in Gegerkalong Girang 1-2 Bandung**

ABSTRACT

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This research is a study of efforts to increase the amount of time the active learning and learning outcomes of students who performed at SDN Gegerkalong Girang 1-2 Bandung. Learning elementary school physical education teachers teaching only provide mediocre absence of an interaction between teachers and students as well as the lack of instructional modifications, this causes the students did not participate equally in the following study. The research was conducted by the method of action research or classroom action research using research design developed by Kurt Lewin consisting of the action planning stage. Action, observation, and reflection. The research was conducted on 40 students of class VA SDN Gegerkalong Girang 1-2 Bandung consisting of 21 male students and 19 female students. The research process was divided into two cycles and each cycle consisted of two measures. Data was collected using observation instruments Group Time Sampling, and observation of Learning Outcomes. All data were analyzed using the technique of percentage. Results of the data analysis showed that the application of basketball activities like games may increase the amount of time the active learning and student learning outcomes and improve the quality of the learning process and the quality of physical education in primary school, State Gegerkalong Girang 1-2 Bandung.

***Keywords: Application Basketball activities like games, Total Time Active Learning, Student Results.***