ABSTRAK

Yogi Ardiyansyah. NIM: 1005439. Pengaruh Model Pembelajaran dan Kemampuan Motorik Terhadap Keterampilan Bermain Kasti. Pembimbing I: Alit Rahmat, M.Pd dan Pembimbing II: Jajat Darajat K.N, S.Pd.,M.Kes.AIFO.

Skripsi ini bertujuan untuk mengetahui pengaruh model pembelajaran dan kemampuan motorik terhadap keterampilan bermain kasti. Penelitian ini menggunakan metode eksperimen dan desain penelitian ANOVA faktorial 2x2. Populasi penelitian siswa kelas IV dan V SD Temasek dengan teknik pengambilan *sampling random purposive.* Untuk menentukkan jumlah sampel, dari sampel yang di dapat dibagi menjadi 4 kelompok. Dasar dari pengelompokan adalah kemampuan motorik siswa yang terdiri dari siswa yang memiliki kemampuan motorik tinggi dan rendah. Sedangkan pemberian treatment sebanyak 12 kali pertemuan. Untuk tes keterampilan menggunakan tes keterampilan gerak dasar. Berdasarkan hasil analisis data, diperoleh hasil dengan menggunakan uji ANOVA 2x2 yaitu: 1. Terdapat perbedaan pengaruh keterampilan kasti antara model pemebelajaran langsung dan model pembelajaran kooperatif secara keseuruhan. Berdasarkan uji ANOVA faktorial 2x2 pada p-value ≤ 0.05 diperoleh r-value 0.055 maka angka yang di peroleh signifikan 2. Terdapat interaksi antara model pembelajaran dan kemampuan motorik terhadap keterampilan, berdasarkan uji ANOVA faktorial 2x2 pada p-value ≤ 0.05 diperoleh p-value 0.004 maka angka yang diperoleh signifikan 3. Terdapat perbedaan hasil keterampilan kasti antara kelompok siswa model pembelajaran langsung dan model pembelajaran kooperatif bagi siswa yang memiliki kemampuan motorik tingg, berdasarkan uji lanjut atau post hoc test tuckey p-value ≤ 0.010 maka angka yang diperoleh signifikan 4. Tidak terdapat perbedaan hasil keterampilan kasti antara kelompok model pembelajaran langsung dan model pembelajaran kooperatif bagi siswa yang memiliki kemampuan motorik rendah, berdasarkan uji lanjut atau test hoc test tuckey dengan p-value ≤ 0.05 diperoleh p-value 0.811 maka angka yang diperoleh tidak signifikan.

kata kunci: Model Pembelajaran, Kemampuan Motorik, keterampilan, permainan kasti.

ABSTRACT

Yogi Ardiyansyah. NIM: 1005439. The Effects of Learning Model and Motoric Ability Toward Kasti Playing Skills. Supervisor I: Alit Rahmat, M.Pd and Supervisor II: Jajat Darajat K.N, S.Pd., M.Kes.AIFO.

The purpose of the study was to determine the effect of learning model and motoric ability towards the skills of playing kasti. This study used experimental methods and 2x2 ANOVA research design. The population of the study was chosen from students of grades IV and V of Temasek Elementary School with purposive random sampling technique. The samples was divided into 4 groups in purpose to defines the number of the sample. The basis of the grouping is the motoric ability of the students; which consist of high and low ability. The treatment was given during the 12 meetings. The basic motoric ability test was used to tests the basic ability. Based on the analysis, the result obtained by the ANOVA 2x2 testing, such as; 1) there are differences between the effects of playing kasti skill in direct learning model and cooperative learning model. Based on testing of ANOVA 2x2 factorial in p-value ≤ 0.05 was obtained r-value 0.055 then the number was gained is significant. 2) There is interaction between learning model and motoric ability towards the skills, based on the ANOVA tests factorial 2x2 with p-value ≤ 0.05 was obtained p-value 0.004 then the number was gained is significant. 3) there are differences in outcome of playing kasti skill between the students of direct instruction group and the students of cooperative learning group for students who have high motoric ability, based on the further test or post hoc test tuckey p-value ≤ 0.010 then the number was gained is significant. 4) there are no differences in outcome between the group of direct instruction and cooperative learning model for students who have low motoric ability, based on the further test or hoc test tuckey with p-value ≤ 0.05 was obtained p-value 0.811 then the number was gained is not significant.

Key words: Learning Model, Motoric Ability, Skills, Playing Kasti (Rounders)