

## ABSTRAK

### **Pengaruh Model Pembelajaran *Teaching Games For Understanding* Terhadap Keterampilan Sosial dan Keterampilan Bermain Bolabasket**

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Tujuan penelitian ini adalah untuk mengetahui pengaruh model pembelajaran *Teaching Games for Understanding* terhadap keterampilan sosial dan keterampilan bermain bolabasket. Penelitian menggunakan metode eksperimen dengan desain *the static-group pretest-posttest control group* pada siswa kelas VII SMP (*intact group* VII F dan VII B) yang terpilih secara acak menjadi kelompok eksperimen dan kelompok kontrol. Kelompok eksperimen mendapatkan perlakuan *TGfU* dan kelompok kontrol dengan *Direct Instruction* dalam pembelajaran permainan bolabasket. Keterampilan sosial diukur dengan menggunakan instrumen *Social Skills Rating System* (SSRS) dan *Game Performance Assessment Instrumen* (GPAI) untuk mengukur keterampilan bermain bola basket 3x3. *Analysis of covariance* (ANCOVA) digunakan untuk menganalisis data. Hasil analisis data menunjukkan bahwa model pembelajaran *TGfU* berpengaruh terhadap keterampilan sosial dan keterampilan bermain bolabasket. Hal ini dapat dilihat dari nilai signifikansi sebesar 0,011 untuk keterampilan sosial dan 0,039 untuk keterampilan bermain bolabasket. Jadi dapat disimpulkan bahwa model pembelajaran *Teaching Games for Understanding* berpengaruh terhadap keterampilan sosial dan keterampilan bermain bolabasket.

Kata kunci:

***Teaching Games for Understanding, Keterampilan Sosial, Keterampilan Bermain Bolabasket***

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## ABSTRACT

### **Effect of Teaching Games for Understanding Model to Social Skills and Game Performance on Basketball**

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The purpose of this study was to determine the effect of Teaching Games for Understanding model to the social skills and game performance on basketball. The study was a experimental method with the the static-group pretest-posttest control group design whereby seven grade secondary school students (intact group, VII F and VII B) were randomly assigned to an experimental and a control group. The experimental group students were exposed with TGfU and the control group with the Direct instruction of basketball game. Social skills were measured using instruments Social Skills Rating System (SSRS) and Game Performance Assessment Instrument (GPAI) to measure the game performance the basketball game 3x3. Analysis of covariance (ANCOVA) was used to analyze the data. The results of data analysis showed that the TGfU model effect on students' social skills and the game performance basketball, it is seen from the significant value of 0.011 for social skills and 0,039 for game performance on basketball. So it can be concluded that Teaching Games for Understanding model an effect on social skills and game performance basketball.

Keywords:

**TGfU, Social skill, Game Performance on Basketball**

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