

# **Upaya Meningkatkan Tanggung Jawab Pribadi Dan Sosial Siswa Melalui Permainan Invasi Sederhana**

(Penelitian Tindakan Kelas pada Siswa Kelas 5 SDN Sukaluyu 3 Bandung)

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## **ABSTRAK**

Penelitian ini bertujuan meningkatkan tanggung jawab pribadi dan sosial siswa melalui permainan invasi sederhana. Metode penelitian tindakan kelas (PTK) tiap siklus terdiri atas perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Tindakan dilaksanakan pada siswa kelas V SDN Sukaluyu 3 Bandung dengan jumlah siswa 34 orang yang terdiri dari 20 orang siswa laki-laki dan 14 orang siswa perempuan. Instrumen penelitian menggunakan tehnik observasi tak berstruktur. Hasil perhitungan analisis data diperoleh pada pra observasi awal aspek kognitif: 14,6%, aspek afektif 12,7%, aspek psikomotor: 17,4%. Siklus I aspek kognitif: 32,2%, aspek afektif 25,3%, aspek psikomotor: 22,7%. Siklus II aspek kognitif: 43,2%, aspek afektif 34,1%, aspek psikomotor: 38,0%. Siklus III aspek kognitif: 66,7%, aspek afektif 62,5%, aspek psikomotor: 63,0%. Simpulan melalui permainan invasi sederhana dapat meningkatkan tanggung jawab pribadi dan sosial siswa kelas V di SDN Sukaluyu 3 Kota Bandung.

Kata Kunci : Tanggung jawab pribadi dan sosial, permainan invasi sederhana

**Efforts to Improve Students' Personal and Social Responsibility  
Through A Simple Invasion Game**

(A classroom Action Research at the 5<sup>th</sup> grade of Sukaluyu 3 Bandung Elementary School)

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**ABSTRACT**

*This research aims to improve the personal and social responsibility of students in through the invasion game. This method is a classroom action research (PTK). This study was conducted in two cycles, with each cycle consisting of planning, action, observation, and reflection. The action assembling to the students of 5<sup>th</sup> grade SDN Sukaluyu 3 Bandung with result 34 students between of 20 boys and 14 girls. The instruments of the research is observatory unstructure technic. The result calculation from the data analysis who get of the pre-observatory in cognitive: 14,6%, affective: 12,7%, and psychomotor: 17,4%. The 1<sup>st</sup> cycle domain cognitive: 32,2%, affective: 25,3%, and psychomotor: 22,7%. The 2<sup>nd</sup> cycle domain cognitive: 43,2%, affective: 34,1%, and psychomotor: 38,0%. The 3<sup>rd</sup> cycle domain cognitive: 66,7%, affective: 62,5%, and psychomotor: 63,0%. Conclusions is through of the invasion games can increase the self and social responsibility of student in fifth grade at SDN Sukaluyu 3 Bandung City.*

*Keywords: Personal and social responsibility, the invasion games*