

## ABSTRAK

**Rizki Mubaraq NIM. 1103909. Skripsi : Pengaruh Permainan Soccer Like Games Terhadap Kerjasama Siswa Dalam Pembelajaran Permainan Sepakbola (Studi Eksperimen di SMAN 1 Baleendah). Skripsi ini dibimbing oleh Pembimbing I Sufyar Mudjiyanto, M.pd**

Tujuan penelitian ini adalah untuk mengetahui apakah terdapat pengaruh yang signifikan permainan *soccer like game* terhadap kerjasama siswa dalam pembelajaran permainan sepakbola di SMAN 1 Baleendah. Metode yang digunakan dalam penelitian ini adalah eksperimen. Populasi dalam penelitian ini adalah siswa yang aktif mengikuti ekstrakurikuler futsal SMAN 1 Baleendah kelas XI, sedangkan sampel dalam penelitian ini sebanyak 30 orang siswa yang diambil secara acak dengan pertimbangan tertentu (*Cluster random Sampling*). Desain penelitian *pretest-posttest grup* desain. Instrumen kerjasama menggunakan angket sedangkan *treatment* yang diberikan berupa program latihan permainan *soccer like game*. Hasil pengujian data-data tersebut diperoleh angka  $t_{hitung}$  kerjasama (2.115) dan  $t_{tabel}$  (2.045), maka lebih besar dari  $t_{tabel}$  pada tingkat kepercayaan atau taraf signifikansi  $\alpha = 0,05$  dengan  $dk (n1-1) = 29$ , harga  $t_{1-0,05}$  (2,045). Dikarenakan hasil  $t_{hitung}$  lebih besar dari nilai  $t_{tabel}$ , maka pengujian tersebut signifikan. Berdasarkan hasil pengolahan dan analisis data, disimpulkan bahwa permainan *soccer like game* berpengaruh secara signifikan terhadap peningkatan kerjasama siswa dalam pembelajaran permainan sepakbola..

*Kata kunci : soccer like games, kerjasama dan permainan sepakbola.*

## ABSTRACT

**Rizki Mubaraq NIM. 1103909. skripsi: Influence games soccerlike games To Increase Cooperation Students in Learning Games Football (Experimental Study in SMAN 1 Baleendah). Skripsi this guided by tutors Sufyar Mudjianto, M.Pd**

The purpose of this research was to know whether there is significant influence games soccer like game against the increased cooperation of students in learning the game of football in SMAN 1 Baleendah. The method used in this research was experimental. The population in this study were students who actively participates in extracurricular football baleendah class XI SMAN 1, while samples in this study were 30 students were taken through shuffled certain considerations (Cluster random sampling). Design research group pretest-posttest design. Cooperation instruments using questionnaires while the treatment is given in the form of an exercise program play soccer like game. The test result data were obtained figures  $t_{\text{count}}$  cooperation (2115) and the  $t_{\text{table}}$  (2045), it is greater than  $t_{\text{table}}$  confidence level or significance level  $\alpha = 0.05$  with dk  $(n1-1) = 29$ , the price  $t1- 0.05$  (2.045). Due to the results of  $t_{\text{count}}$  is greater than the value  $t_{\text{table}}$ , then the test is significant. Based on the results of data processing and analysis, concluded that the soccer like game significantly influence the improvement of cooperation of students in learning the game off football.

Keywords: soccer like games, teamwork and the game of football.