

PENERAPAN MODEL *MOVEMENT PROBLEM BASED LEARNING* DALAM PERMAINAN KASTI *LIKE GAMES*.

(Penelitian Tindakan Kelas Pada Siswa Kelas IV SDN Cisitu 2 Kota Bandung)

Gilang Jaya Saputra
Pembimbing Suherman Slamet, M.Pd

Abstrak*

Tujuan penelitian adalah untuk mengetahui bagaimana penerapan model pembelajaran *movement problem based learning* terhadap peningkatan keterampilan bermain bola kasti. Metode yang digunakan dalam penelitian ini adalah metode Penelitian Tindakan Kelas. Penelitian dilaksanakan di SDN Cisitu 2 Kota Bandung kelas IV dengan jumlah siswa 36 orang. Penelitian ini dilakukan dengan 2 siklus yang setiap siklusnya 2 tindakan. Instrumen yang digunakan dalam penelitian ini yaitu observasi, catatan lapangan, serta tes keterampilan bola kasti. Hasil pengolahan dan analisis data menunjukkan bahwa penerapan model pembelajaran *movement problem based learning* dapat meningkatkan keterampilan bola kasti. Hasil pembelajaran diukur dengan menggunakan penilaian ketuntasan belajar, dengan hasil sebagai berikut: siklus I tindakan I = 44,5% siklus I tindakan II = 58,4% siklus II tindakan I = 66,6% siklus II tindakan II = 75%. Maka dapat disimpulkan bahwa penerapan model pembelajaran *movement problem based learning* dapat meningkatkan keterampilan bermain bola kasti siswa.

kata kunci : *model movement problem based learning* dan keterampilan bola kasti

**THE APPLICATION OF LEARNING MODELS MOVEMENT PROBLEM BASED
LEARNING IN A GAME OF KASTI LIKE GAMES.**

(Classroom Action Research In Grade IV SDN Cisit 2 Bandung)

By:

Gilang Jaya Saputra

Supervisor: Suherman Slamet, M.Pd

Abstract*

The purpose of research is to find out how the movement problem based learning model towards improvement of skills to play kasti. The method used in this research is a classroom action research methods. Research conducted at SDN Cisit 2 Bandung grade IV with total students 36 people. This study was conducted with two cycles each cycle contain 2 actions. Instruments used in this research, observation, field notes, and kasti skills tests. The results of processing and analysis of data showed that the application of learning models movement problem based learning can improve the skills to play kasti. Learning outcomes are measured using research mastery learning, with the following results: first cycles-action 1 = 44,5% firsts cycles-action II = 58,47% second cycle-action 1 = 66,6% second cycles-action II = 75%. It can be concluded that the application of learning models movement problem based learning can improve student's skill to play kasti.

Keywords: movement problem based learning models, playing skills, kasti games