

## ABSTRAK

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### **“PENERAPAN MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* TERHADAP HASIL BELAJAR PERMAINAN BOLA TANGAN PADA KELAS VIII MTS. AL-MUSYAWARAH LEMBANG (STUDI PENELITIAN TINDAKAN KELAS)”**

Tujuan penelitian ini adalah untuk mengetahui penerapan model pembelajaran problem based learning terhadap hasil belajar permainan bola tangan. Metode yang digunakan *penelitian tindakan kelas*. Penelitian dilaksanakan terhadap 30 siswa Mts.Al-musyawah Lembang. Instrumen yang digunakan adalah lembar pengamatan observasi, catatan lapangan, dan penilaian hasil belajar permainan bola tangan (Afektif, kognitif, dan psikomotor). Berdasarkan hasil perhitungan nilai rata-rata afektif untuk siklus 1 tindakan 1=40, siklus 1 tindakan 2=54, siklus 2 tindakan 2=74, dan siklus 2 tindakan 2=89. Nilai rata-rata kognitif untuk siklus 1 tindakan 1=36, siklus 1 tindakan 2=47, siklus 2 tindakan 1=74, dan siklus 2 tindakan 2=84. Nilai rata-rata psikomotor untuk siklus 1 tindakan 1=30, siklus 1 tindakan 2=44, siklus 2 tindakan 1=60, dan siklus 2 tindakan 2=81. Sehingga dapat dikatakan bahwa model pembelajaran problem based learning mempunyai pengaruh yang besar terhadap hasil belajar permainan bola tangan.

Kata kunci : model pembelajaran problem based learning, hasil belajar, dan permainan bola tangan.

## **ABSTRACT**

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### **“THE IMPLEMENTATION OF THE LEARNING MODEL PROBLEM BASED LEARNING AGAINST THE LEARNING HANDBALL GAMES RESULTS ON A CLASS VIII MTS. AL-MUSYAWARAH LEMBANG (CLASS ACTION RESEARCH STUDIES)”**

*The purpose of this research is to know the implementation of the learning model problem based learning againts the learning handball games results. The research methods used is a class act. The research was conducted to 30 students Mts. Al-Musyawahrah Lembang. The intsturments udsed are observation sheets, notes field, and assessment of the results of learning the handball games (Affective, Cognitive, and Psychomotor). Based on the results of the calculation of the average value of affective for cycle 1 action 1= 40, cycle 1 action 2 = 54, cycle 2 action 2 = 74, and cycle 2 action 2 = 89. The average value of the cognitive to cycle 1 action 1 = 36, cycle 1 action 2 = 47, cycle 2 action 1 = 74, and cycle 2 action 2 = 84. The average value of psychomotor for cycle 1 action 1 = 30, cycle 1 action 2 = 44, cycle 2 action 1 = 60, and cycle 2 action 2 = 81. So it can be said that the learning problem based learning model has a great impact towards the result of studying the handball games.*

*Keywords: learning model problem based learning, learning results, and a handball games.*