

Penerapan Aktivitas Permainan Tradisional Guna Meningkatkan Tanggung Jawab Siswa Sekolah Dasar

(Penelitian Tindakan Kelas pada Siswa Kelas IV SDN Wanasuka
Kabupaten Bandung)

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ABSTRAK

Penelitian ini bertujuan meningkatkan tanggung jawab siswa melalui aktivitas permainan tradisional. Metode penelitian tindakan kelas (PTK) tiap siklus terdiri atas perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Penelitian telah dilaksanakan pada 25 November 2016 sampai 23 Desember 2016. Tindakan dilaksanakan pada siswa kelas IV SDN Wanasuka Kabupaten Bandung dengan jumlah siswa 15 orang yang terdiri dari 6 orang siswa laki-laki dan 9 orang siswa perempuan. Instrumen penelitian menggunakan tehnik observasi. Hasil perhitungan analisis data diperoleh pada pra observasi awal adalah 28,0%. Siklus I Tindakan 1 adalah 36,0%. Siklus I Tindakan 2 adalah 48,0%. Siklus II Tindakan 1 adalah 56,0%. Siklus II Tindakan 2 adalah 66,6%. Berdasarkan hasil penelitian yang telah dilaksanakan, dapat disimpulkan bahwa melalui aktivitas permainan Tradisional dapat meningkatkan tanggung jawab siswa kelas IV di SDN Wanasuka Kabupaten Bandung.

Kata Kunci : Tanggung jawab siswa, aktivitas permainan tradisional

The Application of Traditional Games Activity Used for Increasing The Student of Elementary School Responsibility

(The classroom action research done in the 4th class student of SDN Wanasuka
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ABSTRACT

The aims of the research is to increasing the student of elementary school responsibility through traditional games activity. The classroom action research design for every cycle which consisted of planning, action realization, observation and reflection. The research was conducted on the 25th of November 2016 up to the 23th of December 2016. The subject of the research was the 4th class students at SDN Wanasuka Kabupaten Bandung which consisted of 15 students, 6 boy students and 9 girl students. The research instrument used observation technic. The result of calculating the data analysis were obtained from first pra observation is 28,0%. Cycle I first action is 36,0%. Cycle I second action is 48,0%. Cycle II first action is 56,0%. Cycle II second action is 66,6%. Based on the research findings, it can be put forward that through traditional games activity can increase the students responsibility at SDN Wanasuka Kabupaten Bandung.

Keywords : student responsibility, traditional games activity.