

ABSTRAK

Evi Hardiyanti NIM. 1305747 Skripsi : Pengaruh Pembelajaran *Teaching Game For Understanding* (TGfU) Terhadap Partisipasi Aktif Belajar Gerak Siswa di SMA Pasundan 3 Cimahi. Skripsi ini dibimbing oleh Dr. Bambang Abduljabar, M.Pd. Program Studi PJKR. Universitas Pendidikan Indonesia.

Pengajaran pendidikan jasmani dan olahraga di sekolah sering berkesan menjenuhkan, membosankan, dan bahkan rendah partisipasi belajar siswa. Suatu penelitian dengan menerapkan konsep TGfU pada lima belas orang siswa sebagai kelompok *experiment* dan lima belas orang siswa sebagai kelompok kontrol dikenakan untuk mengetahui dampak pada partisipasi aktif belajar gerak siswa. Melalui desain *pretest-posttest control group design* dan instrument pengukuran keaktifan, motivasi, keterlibatan, kehadiran, dan kedisiplinan serta analisis uji *paired t-test* menunjukkan bahwa penerapan pendekatan TGfU memberikan pengaruh signifikan terhadap partisipasi aktif belajar siswa. Hal ini mengisyaratkan bahwa pengajaran pendidikan jasmani dan olahraga di sekolah perlu dihantarkan dalam suasana bermain yang menggugah siswa belajar.

Kata Kunci: Pembelajaran, *Teaching Game For Understanding* (TGfU), Partisipasi Aktif.

ABSTRACT

Evi Hardiyanti NIM. 1305747 Thesis : The Effect Of Teaching Game For Understanding (TGfU) On Students' active Participation In Learning Movement At Pasundan 3 Cimahi Senior High School. This Thesis is guided by Dr. Bambang Abduljabar, M.Pd. PJKR Study Program. Indonesia University of Education.

Teaching physical education and sports in school is often impressed saturated, bored, and even low of students' participation. A research by applying the TGfU concept on fifteen students as experiment group and fifteen students as control group was applied to know the effect of students' active participation in learning movement. Through pretest-posttest control group design and measurement instrument of activeness, motivation, involvement, attendance, and discipline as well as paired t-test analysis showed that the TGfU approach application give significant influence toward students' learning active participation. This suggests that the teaching of physical education and sports in school need to be delivered in an atmosphere of play that inspire students to learn.

Keywords: Learning, Teaching Game For Understanding (TGfU), Active Participation