

PENERAPAN *MODEL MOVEMENT PROBLEM BASED LEARNING* *SOCCER LIKE GAMES*

(Penelitian Tindakan Kelas IV SDN Tagog)

Nurul Fauzi

(FPOK Universitas Pendidikan Indonesia)

Abstrak

Penelitian ini bertujuan untuk meneliti keterampilan bermain siswa melalui penerapan model *movement problem based learning* dalam *soccer like games*. Metode penelitian yang digunakan melalui metode Penelitian Tindakan Kelas, Tempat penelitian di Sekolah Dasar Negeri Tagog dengan objek penelitian siswa kelas IV berjumlah 25 orang. Proses penelitian dibagi menjadi II siklus, setiap siklus terdiri dari 2 tindakan. Setiap tindakan menggunakan berbagai tugas gerak yang dikemas dalam bentuk permainan. Data dikumpulkan dengan menggunakan instrumen GPAI. Kemudian semua data yang terkumpul dianalisis menggunakan teknik persentase. Nilai rata-rata keseluruhan data awal adalah 59% dan siklus I tindakan I adalah 66%, siklus I tindakan II adalah 68%, siklus II tindakan I adalah 72%, dan siklus II tindakan II adalah 76%. Dari rata-rata aspek keterampilan bermain berdasarkan hasil analisis data, diperoleh kesimpulan bahwa melalui penerapan model *movement problem based learning* dapat meningkatkan keterampilan bermain siswa dalam pembelajaran *soccer like games*. Sebagai saran dari hasil penelitian, dalam pemberian materi pembelajaran *soccer like games*, hendaknya diberikan berbagai tugas gerak yang dikemas dalam bentuk permainan.

Kata kunci : *Model Movement Problem Based Learning, Hasil Belajar, Keterampilan Bermain, dan Aktivitas Permainan Soccer Like Games*

IMPLEMENTATION OF MOVEMENT PROBLEM BASED LEARNING SOCCER LIKE GAMES

(Research Action Class IV SDN Tagog)

Nurul Fauzi

(FPOK Universitas Pendidikan Indonesia)

Abstract

This study aims to examine students' playing skills through the application of movement problem based learning model in soccer like games. The research method used by Classroom Action Research method, The place of research in Negri Tagog Primary School with the object of research of fourth grade student amounted to 25 people. The research process is divided into II cycles, each cycle consists of 2 actions. Each action uses various motion tasks packaged in game form. Data is collected using GPAI instrument. Then all the data collected is analyzed using percentage technique. The overall average initial data value is 59% and cycle I action I is 66%, cycle I Action II is 68%, cycle II action I is 72%, and cycle II of action II is 76%. From the average aspects of playing skills based on the results of data analysis, it can be concluded that through the implementation of movement model based learning model can improve students' playing skills in learning soccer like games. As a suggestion from the results of research, in the provision of learning materials soccer like games, should be given a variety of motion tasks that are packaged in the form of games.

Keywords: Problem Based Learning Model, Learning Outcomes, Play Skills, and Soccer Like Games Game Activity