

## ABSTRAK

Penelitian ini bertujuan untuk memperbaiki proses belajar pendidikan jasmani siswa di sekolah terkait Peningkatan Jumlah Waktu Aktif Belajar dan Minat Belajarnya. Subyek penelitiannya adalah siswa kelas VII SMP Negeri 2 Cilengkrang. Hasil rekapitulasi dari Jumlah Waktu Aktif Belajar dan Minat Belajar siswa menunjukkan pada tes awal pra-penelitian sebesar 29,16%, siklus 1 tindakan 1 jumlah waktu aktif belajar siswa sebesar 33,47%, siklus 1 tindakan 2 jumlah waktu aktif belajar siswa sebesar 37,62%, siklus 2 tindakan 1 jumlah waktu aktif belajar siswa sebesar 46,24%, siklus 2 tindakan 2 jumlah waktu aktif belajar siswa sebesar 58,81%. Sedangkan hasil rekapitulasi minat belajar siswa menunjukkan pada tes awal pra-penelitian sebesar 44,44%, siklus 1 tindakan 1 minat belajar siswa sebesar 61,11%, siklus 1 tindakan 2 minat belajar siswa sebesar 66,66%, siklus 2 tindakan 1 minat belajar siswa sebesar 80%, siklus 2 tindakan 2 minat belajar siswa sebesar 86,66%. Berdasarkan perkembangan hasil belajar tersebut, dapat disimpulkan bahwa penerapan permainan *Ice Breaking* dapat meningkatkan waktu aktif belajar dan minat belajar siswa dalam pembelajaran pendidikan jasmani.

**Kata kunci:** Permainan *ice breaking*, waktu aktif belajar, dan minat belajar.

## ABSTRACT

Agi Rachman Faza, 2017

**UPAYA MENINGKATKAN JUMLAH WAKTU AKTIF BELAJAR DAN MINAT BELAJAR DALAM PENDIDIKAN JASMANI MELALUI PENERAPAN PERMAINAN ICE BREAKING**

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

*This study aims was to improve the process of physical education in school activities related to the increase in the amount of time active learning and interest in learning. The subject of the research is the seventh grade students of SMP Negeri 2 Cilengkrang. The result of recapitulation of the Total Active Time Learning and Student Learning Interest shows in the pre-research preliminary test of 29.16%, cycle 1 action 1 the number of active learning time of students amounted to 33.47%, cycle 1 action 2 amount of active learning time of students 37.62%, cycle 2 action 1 amount of active learning time of student equal to 46,24%, cycle 2 action 2 amount of active time learn student equal to 58,81%. While the result of recapitulation of student learning interest showed in pre-research preliminary test equal to 44,44%, cycles 1 action 1 student learning interest equal to 61,11%, cycle 1 action 2 student learning interest equal to 66,66%, cycle 2 action 1 interest student learning by 80%, cycle 2 action 2 student learning interest equal to 86,66%. Based on the development of learning outcomes, it can be concluded that the application of Ice Breaking game can increase the active time of learning and student learning interest in physical education.*

**Keywords:** *Ice breaking game, active learning time, and interest in learning.*