

ABSTRAK

Sari Rachmawati Utami, NIM. 1303569. Skripsi: Penerapan *Movement Problem Based Learning (MPBL)* Terhadap Hasil Belajar Siswa Pada Kegiatan Ekstrakurikuler Hoki Sman 26 Bandung. Skripsi ini di bimbing oleh Dr. Eka Nugraha, M.Kes.AIFO. Program Studi PJKR. Universitas Pendidikan Indonesia.

Penelitian ini bertujuan untuk memperbaiki hasil belajar siswa dengan penerapan *Movement Problem Based Learning (MPBL)* pada kegiatan ekstrakurikuler hoki. Permainan modifikasi dirancang dalam berbagai situasi permainan yang diharapkan mampu mendorong siswa untuk berfikir kritis, memecahkan masalah dan bekerjasama dalam kelompok kecil. Metode Penelitian Tindakan Kelas (PTK) desain Kemmis dan Taggart. Setiap siklus terdiri dari perencanaan, pelaksanaan, pengamatan, dan refleksi. Subjek penelitian ini berjumlah 20 siswa. Instrumen penelitian menggunakan *Game Performance Assesment Instrument (GPAI)* Mitchell dan Oslin. Hasil penelitian menunjukkan bahwa hasil belajar mengalami peningkatan, hasil pra observasi, presentase hasil belajar yaitu 44%, kemudian mengalami peningkatan pada siklus 1 tindakan 1 mendapatkan 58%, siklus 1 tindakan 2 mendapatkan 68%, siklus 1 tindakan 3 mendapatkan 76%, siklus 2 tindakan 1 mendapatkan 86%, siklus 2 tindakan 2 mendapatkan 88%, penelitian ini dicukupkan pada siklus dua karena peningkatan yang terjadi sudah tidak cukup berbeda. Kesimpulan dari penelitian ini yaitu, penerapan MPBL dapat meningkatkan hasil belajar siswa pada kegiatan ekstrakurikuler hoki SMAN 26 Bandung.

Kata kunci: Hasil belajar, *Movement Problem Based Learning (MPBL)*, Permainan hoki

ABSTRACT

The Implementation of Movement Problem Based Learning (MPBL) in improving students' learning outcome (A quantitative research in hockey extracurricular at 26 Bandung Senior Highschool). This Research Paper was supervised by Dr. Eka Nugraha, M.Kes.AIFO.

This research aimed to improve students's learning outcome by implementing Movement Problem Based Learning (MPBL) in hockey extracurricular. The modification activity design in various situation that are expected to encourage students critical thinking, problem-solving skills and work in small group. Classroom Action Research designed by Kemmis and Taggart was employed to obtain the data. Each cycle consisted of planning, execution, observation, and reflection. Moreover, 20 tenth-grade students were the subject for this research. Furthermore, Game Performance Assessment Instrument (GPAI) by Mitchell and Oslin was chosen as the instrument of the research in gaining the data. The result of the data presented that MPBL successfully improved students' learning outcome. Pre observation activity found that the percentage of students' learning outcome was only 44%, then in the first cycle first action was 58%, in first cycle second action was 68%, in the first cycle third action was 76%, in second cycle second activity was 88%.

Keywords: Learning Outcome, Movement Problem Based Learning (MPBL), Hockey.