

**PENERAPAN PERMAINAN *SOCCER LIKE GAMES* TERHADAP HASIL
BELAJAR SISWA DALAM PEMBELAJARAN SEPAK BOLA
(Penelitian Tindakan Kelas pada Siswa Kelas X IPA 3 SMA Negeri 10
Bandung)**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah dengan penerapan permainan *soccer like games* dapat meningkatkan hasil belajar sepakbola siswa SMA Negeri 10 Bandung. Metode penelitian yang digunakan adalah metode penelitian tindakan kelas yang terdiri atas tahapan perencanaan tindakan, pelaksanaan tindakan, observasi dan refleksi. Subjek penelitian ini adalah siswa kelas X IPA 3 SMAN 10 Bandung dengan jumlah 38 siswa. Proses penelitian dibagi dua siklus yang terdiri dari atas empat tindakan. Setiap tindakan menggunakan berbagai tugas gerak yang dikemas dalam bentuk permainan dari yang mudah sampai yang tersulit. Data dikumpulkan dengan menggunakan instrumen GPAI. Semua data yang terkumpul dianalisis menggunakan persentase, nilai keterampilan bermain sepakbola siswa pada observasi awal yaitu sebesar 47% termasuk kedalam kategori rendah, pada siklus I tindakan I yaitu sebesar 55% termasuk kedalam kategori rendah, pada siklus I tindakan II yaitu sebesar 61% termasuk kedalam kategori sedang, pada siklus II tindakan I yaitu sebesar 70% termasuk kedalam kategori sedang, dan pada siklus II tindakan II yaitu sebesar 79% termasuk kedalam kategori tinggi. Berdasarkan hasil analisis data tersebut, disimpulkan bahwa permainan *soccer like games* dalam pembelajaran sepakbola dapat meningkatkan hasil belajar pendidikan jasmani siswa.

Kata Kunci : *Soccer Like Games*, Sepakbola, Hasil Belajar.

**APPLICATION OF SOCCER LIKE GAMES ON STUDENT LEARNING
OUTCOMES IN SOCCER PRACTICE
(Classroom Action Research in Class X Science 3 SMA Negeri 10 Bandung)**

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ABSTRACT

The purpose of this study is to determine whether the application of soccer like games can improve the learning outcomes of students' soccer learning in SMAN 10 Bandung. The research method that is used in this study is classroom action research method, which consists several stage as stage of action planning, action implementation, observation and reflection. The subjects of this study are students of class X Science 3 in SMAN 10 Bandung with 38 students as sample. The research process is divided into two cycles and consists four actions. Each action uses a variety of motion tasks that are packed in the form of games from the easiest stage to the most difficult. Data were collected by using GPAI instruments. All collected data were analyzed by using percentage, the value of students' soccer playing skill at the initial observation is equal to 47% including to the low category, in the first cycle of action I is equal to 55% including to the low category, in cycle I action II is equal to 61% including to the medium category, in cycle II action I is 70% including to the medium category, and on second cycle of action II is equal to 79% including to the high category. Based on the results of data analysis, it can be concluded that soccer like games on learning football can improve students' physical education learning outcomes.

Keywords : Soccer Like Games, Soccer, Learning Outcomes.