

ABSTRAK

Taofik Ramdani. NIM: 1101070. Pengaruh Pendekatan *Teaching Games for Understanding* (TGfU) Terhadap Hasil Belajar Bermain Bolabasket. Pembimbing: Drs. Mudjihartono, M. Pd.

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan pendekatan *teaching games for understanding* (TGfU) terhadap hasil belajar bermain bolabasket (studi eksperimen di Ekstrakurikuler permainan bolabasket SMAN 18 Garut). Metode yang digunakan adalah metode eksperimen. Populasinya adalah 15 siswa yang mengikuti kegiatan ekstrakurikuler permainan bolabasket di SMAN 18 Garut. Teknik pengambilan sampel menggunakan *sampling jenuh*. Desain penelitian ini adalah *one-group pretest-posttest design*. Instrumen yang digunakan adalah lembar observasi *Game Performance Assesment Instrument* (GPAI) yang diadaptasi oleh Griffin, dkk. Hasil pengolahan data dan analisis data yang diperoleh menggunakan Uji-T berpasangan adalah t-hitung 6,029 dan t-tabel 2,101, karena $t\text{-hitung} > t\text{-tabel}$ maka H_0 ditolak. Berdasarkan hasil penrhitungan tersebut, maka dapat disimpulkan bahwa pendekatan *teaching games for understanding* (TGfU) berpengaruh terhadap peningkatan hasil belajar bermain bolabasket para siswa yang mengikuti kegiatan ekstrakurikuler permainan bolabasket di SMAN 18 Garut.

kata kunci: Pendekatan *Teaching Games for Understanding* (TGfU), Hasil Belajar, Permainan Bolabasket.

ABSTRACT

Taofik Ramdani. NIM: 1101070. The Effect of *Teaching Games for Understanding* (TGfU) Approach Toward Learning Result of Playing Basketball. The research is guided by Drs. Mudjihartono, M. Pd.

The aim of this research is to find the effect of the implementation of the teaching games for understanding (TGfU) approach toward learning result of playing basketball (experimental study on basketball extracurricular SMAN 18 Garut). The method used in this research is the experimental research. Population of this research is 15 student who join basketball extracurricular activities at SMAN 18 Garut, sample technique using total sampling. The research design was a one-group pretest-posttest design. The instrument used was *Game Performance Assessment Instrument* (GPAI) by Griffin et al. The result of processing and analysis of data obtained using the paired T-test is 6,029 t-obtained and t-table 2,101, for $t_{\text{obtained}} > t_{\text{table}}$ then H_0 is rejected. Based on the result of these calculations, it can be concluded that *teaching games for understanding* (TGfU) approach effect of basketball learning outcomes of the man who take part in basketball extracurricular in SMAN 18 Garut.

Keywords: Teaching Games for Understanding (TGfU) Approach, Learning Outcomes, Basketball Games..