

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF DALAM
PEMBELAJARAN AKTIVITAS BASKETBALL LIKE GAMES UNTUK
MENINGKATKAN KERJASAMA**

(Penelitian Tindakan Kelas di SDN Tikukur Bandung)

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Abstrak

Masalah pada penelitian ini adalah rendahnya tingkat kerjasama siswa dalam pembelajaran penjas. Metode penelitian yang digunakan dalam penelitian ini adalah Penelitian Tindakan Kelas. Penelitian Tindakan Kelas ini bertujuan untuk memperbaiki proses pembelajaran di kelas atau dilapangan khususnya dalam pembelajaran aktivitas Basketball like games melalui model pembelajaran kooperatif.

Penelitian ini terdiri atas tahap perencanaan tindakan, pelaksanaan tindakan, observasi, analisis dan refleksi. Penelitian ini dilakukan terhadap 38 orang, siswa siswi kelas IV SDN Tikukur Bandung. Proses penelitian dibagi kedalam dua siklus, dan tiap siklus terdiri atas dua tindakan. Data dikumpulkan dengan menggunakan instrument angket dan observasi pada proses pembelajaran aktivitas permainan Basketball like games, serta menggunakan catatan lapangan. Semua data yang terkumpul dianalisis melalui uji perbandingan, teknik presentase dan rata-rata. Hasil analisis data menunjukkan bahwa penerapan pembelajaran dengan pendekatan model pembelajaran kooperatif dapat meningkatkan kerjasama siswa pada pembelajaran aktivitas basketball like games.

Dari data yang dihasilkan menunjukkan adanya peningkatan kerjasama siswa dalam pembelajaran aktivitas basketball like games melalui model pembelajaran kooperatif (cooperative learnig) siklus I tindakan I sebesar 60,97%, siklus I tindakan II sebesar 65,71% ,siklus II tindakan I sebesar 82,70% dan siklus II tindakan II sebesar 85,31%.

Kata kunci : kerjasama, basketball like games, model pembelajaran kooperatif

APPLICATION OF COOPERATIVE LEARNING MODEL IN LEARNING ACTIVITIES LIKE BASKETBALL GAMES TO INCREASE COOPERATION

(Classroom Research Actionin VC atSDN Tikukur Bandung)

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Abstrac

Problems in this study is the low level of cooperation of students in physical education . The method used in this research is a classroom action research . Class Action Research aims to improve the learning process in the classroom or in the field , especially in the learning activities basketball like games through cooperative learning model .

This study consisted of stage action planning , action, observation , analysis and reflection . This study was conducted on 38 people , students of class IV SDN Tikukur Bandung . The research process was divided into two cycles , with each cycle consisting of two actions . Data was collected using questionnaires and observation instrument in the learning process Basketball like games , as well as the use of field notes . All data were analyzed through comparative testing , engineering and the average percentage . Results of the data analysis showed that the application of learning approaches of cooperative learning model can improve student cooperation in learning activities basketball like games

From the resulting data showed an increase in student cooperation in learning activities basketball like games through cooperative learning model (cooperative learnig) the first cycle of action I is 60.97 % , the first cycle of the second act of 65.71 % , the second cycle of action I was 82 , 70 % and the second cycle II action by 85.31 % .

Keywords : cooperation , basketball like games , cooperative learning model