

## ABSTRAK

### **PENERAPAN MODEL *MOVEMENT PROBLEM BASED LEARNING* TERHADAP HASIL BELAJAR BERMAIN BOLA VOLI (Studi Penelitian Tindakan Kelas Atas SDN 138 Gegerkalong Girang)**

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Rendahnya keterampilan siswa dalam belajar bola voli akibat kurangnya pemahaman siswa dalam bermain, mengakibatkan hasil belajar siswa tidak tuntas . Penelitian ini bertujuan untuk mengetahui penerapan model pembelajaran *movement problem based learning* terhadap hasil belajar bermain bola voli. Penelitian ini merupakan penelitian tindakan kelas dilakukan pada kelas V dengan subjek 43 orang siswa, dengan penggunaan instrument lembar observasi hasil belajar bermain , catatan lapangan, dan dokumentasi. Hasil pengolahan dan analisis data menunjukkan penerapan model pembelajaran *movement problem based learning* dapat meningkatkan hasil belajar bermain bola voli. Hasil pembelajaran diukur dengan menggunakan penilaian ketuntasan belajar, dengan hasil sebagai berikut: nilai siklus I tindakan I tertinggi sebesar 62 dan terendah sebesar 24 dengan rata – rata 47,4% dengan peningkatan 11% dari data awal. Pada siklus I Tindakan II, nilai tertinggi sebesar 70 dan nilai terendah 36 dengan rata – rata 56,7% meningkat 9%. Pada siklus II tindakan I, diperoleh nilai tertinggi sebesar 81 dan nilai terendah 58 dengan rata – rata 71,5% meningkat 14,8%. Kemudian siklus II tindakan II, nilai tertinggi sebesar 93 dan nilai terendah 76 dengan rata – rata 83,9% meningkat 12,4%. Dapat disimpulkan bahwa penerapan model *movement problem based learning* dapat meningkatkan hasil belajar bermain bola voli.

*Kata Kunci : 1. model movement problem based learning, 2. hasil belajar bermain bola voli.*

## ABSTRACT

### **THE APPLICATION MODEL OF MOVEMENT PROBLEM BASED LEARNING TO LEARNING OUTCOMES OF PLAYING VOLLEYBALL (Study of Top Classroom Action Research SDN 138 Gegerkalong Girang)**

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The low skills of students in learning volleyball due to lack of understanding in play resulted in low student learning outcomes on the results of volleyball. This Research intends to knowing the application of learning *movement problem based learning* model to learning outcomes of playing volleyball. This research constitute classroom action research that conducted at grade five with subject of 43 students, observation sheet of learning outcomes of play as the instrument, field notes, and documentation. The results of processing and data analysis showed the application of movement learning based learning model can improve the learning outcomes of playing volleyball. The learning outcomes are measured by using assessment of learning mastery with the following results: the highest first cycle I action score of 62 and the lowest of 24 with an average of 47.4% with an 11% increase from the preliminary data. On cycle I Action II, the highest score of 70 and the lowest score of 36 with an average of 56.7% increased 9%. On cycle II of action I, obtained the highest value of 81 and the lowest score of 58 with an average of 71.5% increased 14.8%. Then cycle II of action II, the highest value of 93 and the lowest score 76 with the average 83.9% increased 12.4%. Can be concluded that the application of movement problem based learning model can improve the learning outcomes of playing volleyball.

*Keywords: 1. model movement problem based learning, 2. learning outcomes playing volleyball.*

