

Abstrak

Perbandingan Pengaruh *Commando Model* dengan *Cooperative Learning Model* Terhadap Peningkatan Hasil Belajar Servis Panjang Permainan Bulutangkis di MTsN Karangsembung Kabupaten Cirebon

Pembimbing I : Dr. Yusuf Hidayat, M.Si

Mohammad Mirza Auliya

Tujuan penelitian ini adalah untuk mengetahui apakah terdapat perbedaan yang signifikan antara *commando model* dan *cooperative learning model* terhadap hasil belajarservis panjang pada permainan bulutangkis di MTsN Karangsembung Kabupaten Cirebon.

Metode yang digunakan pada penelitian ini adalah eksperimen. Dengan desain penelitian *pre-test post-test group desain*. Populasi dalam penelitian ini adalah siswa MTsN Karangsembung kelas VII, sampel dalam penelitian ini sebanyak 24 orang siswa diambil melalui teknik penentuan sampel dengan pertimbangan tertentu (*purposive sampling*). Data yang dikumpulkan menggunakan instrumen tes keterampilan dasar servis panjang kemudian analisis data menggunakan uji perbedaan dua rata-rata (*independent sample t test* dan *paired sample t test*).

Dari hasil analisis data terbukti bahwa *commando model* dengan *cooperative learning model* dapat meningkatkan hasil belajar keterampilan dasar servis panjang. Sementara untuk hasil analisis *independent sample t test*, terbukti bahwa *cooperative learning model* dapat meningkatkan hasil belajar lebih baik dan signifikan dibandingkan *commando model*. Dengan demikian dapat disimpulkan bahwa hasil belajar keterampilan dasar servis panjang pada permainan bulutangkis kelompok *cooperative learning model* lebih baik dari kelompok *commando model*.

Kata Kunci: *Commando Model*, *Cooperative Learning Model*, Hasil Belajar Servis Panjang.

ABSTRACT

Comparasion Effect Of Commando ModelWith Cooperative Learning ModelOn The Improvement Of Service Lob Learning OutcomesSkill InThe GameOf BadmintonInMTsN Karangsembung Kabupaten Cirebon

Supervisor I : Dr. Yusuf Hidayat, M.Si

Mohammad Mirza Auliya

The purpose of this study was to determine whether there is a significant difference between commando model with cooperative learning model to the clear service lob Skill in the game of badminton in MTsN Karangsembung (State Junior High School of Karangsembung)

The method used in this study is experimental method. With the design of the study pre-test post test group design. The population in this study was Grade VII of MTsN Karangsembung (State Junior High School) of Karangsembung, the sample in this study were 24 students were taken through a sampling technique with particular consideration (purposive sampling). Data were collected using the clear service lob, then analyzes the data using two different test average (independent sample t-test and paired sample t test).

Data analysis proved that the commando model with cooperative learning model to improve learning outcomes service lob skills. while for the results of independent sample t test analysis, it is evident that the cooperative learning model can improve learning outcomes and significantly better than the commando model, thus it can be concluded that the results of learning the basic skills to service lob in the game of badminton lob group cooperative learning model is better than a group of commando model.

Key words : Commando Model, Cooperative Learning Model, Learning Outcomes Service Lob

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