

ABSTRAK

Danta M. Sibarani, 1403507. Implementasi Model Pembelajaran *Teaching Game For Understanding* Terhadap Hasil Belajar Siswa Dalam Pembelajaran Permainan Bolabasket, di bawah bimbingan Drs. Mudjihartono, M,Pd dan Suherman Slamet, M,Pd.

Penelitian ini dilatarbelakangi oleh permasalahan rendahnya hasil belajar siswa dalam pembelajaran permainan bolabasket . Penelitian ini bertujuan untuk mengetahui model pembelajaran *Teaching Game For Understanding* (TGFU) dapat meningkatkan hasil belajar siswa dalam pembelajaran aktivitas permainan bolabasket. Instrumen yang digunakan adalah lembar observasi, GPAI, catatan lapangan, dokumentasi, dan evaluasi. Subjek penelitian melibatkan siswa kelas XII basket putra SMAK YAHYA Bandung yang terdiri dari 12 siswa. Berdasarkan hasil penelitian didapat hasil proses pembelajaran siswa pada pra observasi 56%, pada siklus 1 tindakan 1 61%, siklus 1 tindakan 2 66%, siklus 2 tindakan 1 73%, siklus 2 tindakan 2 79% dan pada siklus 2 tindakan 3 81%. Berdasarkan hasil pengolahan dan analisis data menunjukkan terdapat peningkatan terhadap hasil belajar siswa setelah menerapkan model *Teaching Game For Understanding* dalam pembelajaran permainan bolabasket.

Kata kunci :

Pendidikan jasmani, Teaching Game For Understanding, Hasil belajar, permainan Bolabasket

ABSTRACT

Danta M. Sibarani, 1403507. Implementation of Teaching Game Learning Models for Understanding of Student Learning Outcomes in Basketball Game Learning, under the guidance of Drs. Mudjihartono, M, Pd and Suherman Slamet, M, Pd.

This research is motivated by the problem of learning student basketball games. This study aims to determine the learning model of Teaching Game For Understanding (TGfU) can improve student learning outcomes in learning basketball game activities. The instruments used in this study were observation sheets, GPAI, field notes, documentation, and evaluation. The subject of the study involved students of class XII basketball in SMAK YAHYA Bandung, consisting of 12 students. Based on the results of the study, the results of the students' learning process at pre-observation were 56%, in cycle 1 the action was 61%, cycle 1 action 2 66%, cycle 2 action 1 73%, cycle 2 action 2 79% and cycle 2 action 3 81% . Based on the results of processing and analysis of the data shows there is an increase in student learning outcomes after applying the Teaching Game For Understanding model in learning basketball games.

Keyword :

Pendidikan jasmani, Teaching Game For Understanding, Hasil belajar, permainan Bolabasket

