

## ABSTRAK

### MENINGKATKAN KEAKTIFAN POLA GERAK DASAR SISWA KELAS III MELALUI METODE TEAM GAMES TOURNAMENT DI SDK TUABATAN

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**Latar belakang:** Metode TGT (*Team Games Tournament*) merupakan salah satu model pembelajaran kooperatif yang melibatkan seluruh aktivitas siswa tanpa ada perbedaan status sosial, melibatkan peran siswa sebagai tutor sebaya dan mengandung unsur belajar dengan bermain.

**Tujuan penelitian:** Untuk mengetahui keaktifan pola gerak dasar siswa kelas III melalui metode team games tournament di SDK Tuabatan.

**Metode penelitian:** Pendekatan penelitian yang digunakan adalah penelitian tindakan kelas (*classroom action research*) dengan empat komponen pokok yaitu: a) perencanaan atau *planning*, b) tindakan atau *acting*, c) pengamatan atau *observing*, d) refleksi atau *reflection*. Teknik analisis data pada penelitian ini adalah analisis deskriptif kuantitatif dengan persentase.

**Hasil dan pembahasan:** Hasil rekapitulasi pada siklus I diperoleh 13 orang siswa berkriteria Tidak Tuntas. Hasil pelaksanaan tes pada siklus II, diperoleh aspek lokomotor maka diperoleh 100% (13 orang siswa) yang berkriteria Tuntas, aspek nonlokomotor maka diperoleh 84,6% (11 orang siswa) yang berkriteria Tuntas dan 15,4% (2 orang siswa) berkriteria Tidak Tuntas dan pada aspek manipulasi maka diperoleh 77% (10 orang siswa) yang berkriteria Tuntas dan 23% (3 orang siswa) berkriteria Tidak Tuntas dengan tidak mencapai 75%.

**Simpulan:** Hasil rekapitulasi pada siklus I diperoleh 13 orang siswa berkriteria Tidak Tuntas. Hasil rekapitulasi pada siklus II diperoleh 84,6% (11 orang siswa) berkriteria Tuntas dan 15,4% (2 orang berkriteria Tidak Tuntas). Oleh sebab itu, penggunaan metode team games tournament telah berhasil untuk meningkatkan keaktifan pola gerak siswa.

**Katakunci:** *Keaktifan pola gerak dasar; metode team games tournament*

## ABSTRACT

### IMPROVING THE ACTIVENESS OF BASIC MOVEMENT PATTERNS OF GRADE III STUDENTS THROUGH THE TEAM GAMES TOURNAMENT METHOD AT TUABATAN ELEMENTARY SCHOOL

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**Background:** *The TGT (Team Games Tournament) method is one of the cooperative learning models that involves all student activities without any difference in social status, involves the role of students as peer tutors and contains elements of learning by playing.*

**Research objective:** *To determine the activeness of basic movement patterns of third grade students through the team games tournament method at SDK Tuabatan.*

**Research method:** *The research approach used was classroom action research with four main components, namely: a) planning or planning, b) action or acting, c) observation or observing, d) reflection or reflection. The data analysis technique in this research is quantitative descriptive analysis with percentages.*

**Result and discussion:** *The recapitulation results in cycle I obtained 13 students with incomplete criteria. The results of the test implementation in cycle II, obtained locomotor aspects then obtained 100% (13 students) who were categorised as Completed, non-locomotor aspects then obtained 84.6% (11 students) who were categorised as Completed and 15, 4% (2 students) were categorised as Not Completed and in the manipulation aspect then obtained 77% (10 students) who were categorised as Completed and 23% (3 students) were categorised as Not Completed by not reaching 75%.*

**Conclusion:** *The recapitulation results in cycle I obtained 13 students with incomplete criteria. The recapitulation results in cycle II obtained 84.6% (11 students) were categorised as Completed and 15.4% (2 students were categorised as Not Completed). Therefore, the use of the team games tournament method has been successful in increasing the activeness of students' movement patterns.*

**Keyword:** *Basic movement pattern activeness; team games tournament method*