ABSTRAK

PENERAPAN PERMAINAN MENJALA IKAN UNTUK MENINGKATKAN
KEMAMPUAN BIOMOTOR PADA SISWA KELAS IV SD NEGERI PALSATU

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Latar Belakang: Alasan peneliti menetapkan judul Skripsi di atas adalah, peneliti bermaksud untuk mengadakan penelitian kepada siswa kelas IV SD Negeri Palsatu dengan judul: Penerapan Permainan Menjala Ikan untuk Meningkatkan Kemampuan Biomotor pada Siswa Kelas IV di SD Negeri Palsatu di harapkan dengan memberikan inovasi pengejaran tersebut dapat meningkatkan hasil kemampuan biomotor.

Tujuan penelitian: Penelitian yang di lakukan peneliti untuk mengetahui peningkatan kemampuan biomotor melalui Permainan Menjala ikan pada siswa kelas IV SD Negeri Palsatu.

Metode Penelitian: Adapun Jenis Penelitian ini merupakan Penelitian Tindakan Kelas (PTK). Dalam penelitian tindakan kelas ini, peneliti menggunakan pendekatan kuantitatif. Pendekatan ini lebih menekankan pada aspek pengukuran secara objektif terhadap fenomena sosial untuk kemudian dianalisis dengan menggunakan angka-angka.

Hasil dan Pembahasan: Berdasarkan hasil penelitian dari data yang diperoleh pada *Pra* siklus diketahui bahwa persentase rata-rata kemampuan biomotor siswa secara keseluruhan sebesar (42,67%) dan diterapkan siklus I diketahui bahwa persentase rata-rata kemampuan biomotor siswa secara keseluruhan sebesar (67%) dan dilanjutkan siklus II diketahui bahwa persentase rata-rata kemampuan biomotor siswa secara keseluruhan sebesar (80%).

Simpulan: Berdasarkan hasil penelitian tindakan yang telah dilaksanakan maka dapat disimpulkan bahwa perlu Penerapan Permainan Menjala ikan untuk Meningkatkan Kemampuan Biomotor pada Siswa Kelas IV di SD Negeri Palsatu.

Kata kunci : Kemampuan Biomotor, Permainan Menjala Ikan , Siswa Kelas IV .

ABSTRACT

IMPLEMENTATION OF FISHING GAMES TO IMPROVE BIOMOTOR ABILITIES IN CLASS IV STUDENTS OF PALSATU STATE PRIMARY SCHOOL

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Background : The reason the author chose the title of the thesis above is that the author intends to conduct research on fourth grade students at Palsatu State Elementary School with the title: Application of the Fishing Game to Improve Biomotor Skills in Class IV Students at Palsatu State Elementary School. It is hoped that this will provide innovation in this pursuit. can improve the results of biomotor abilities.

Research objectives : The research carried out by the author was to determine the increase in biomotor abilities through fishing games in fourth grade students at SD Negeri Palsatu.

Research Method : This type of research is Classroom Action Research (PTK). In this classroom action research, the researcher used a quantitative approach. This approach places more emphasis on the objective aspect of measuring social phenomena and then analyzing them using numbers.

Results and Discussion : Based on the research results from the data obtained in the Pre-cycle, it is known that the average percentage of students' overall biomotor abilities is (43.67%) and applied to the first cycle it is known that the average percentage of students' overall biomotor abilities is (67 %) and continued with cycle II, it was discovered that the average percentage of students' overall biomotor abilities was (80%).

Conclusion : Based on the results of the action research that has been carried out, it can be concluded that the application of fishing games is to improve biomotor skills in class IV students at SD Negeri Palsatu.

Keywords: Biomotor Ability, Fishing Game, Class IV Students.