

ABSTRAK

EFEKTIVITAS PEMBELAJARAN GERAK DASAR MANIPULASI MATERI KASTI MELALUI GAMES DI SDK NUALAIN 1

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Latar Belakang: Efektivitas pembelajaran gerak dasar manipulasi pada materi kasti melalui media **games** di SDK Nualain 1 berfungsi sebagai sarana penyampaian informasi dan pesan pembelajaran kepada siswa. Penggunaan **games** diharapkan dapat membantu proses pembelajaran secara menyenangkan dan interaktif, sehingga siswa lebih mudah memahami dan mengembangkan kemampuan gerak dasar manipulasi dalam permainan kasti.

Tujuan Penelitian: Tujuan dari penelitian ini untuk mengetahui efektivitas pembelajaran gerak dasar manipulasi melempar dan menangkap di SDK Nualain 1 dengan permainan *games*.

Metode Penelitian: Jenis penelitian yang digunakan peneliti dalam penelitian ini adalah Penelitian Tindakan Kelas (PTK) yaitu penelitian yang digunakan untuk mengumpulkan data, mendeskripsikan, mengelola, menganalisa, menyimpulkan dan menafsirkan data sehingga memperoleh gambaran yang sistematis.

Hasil dan Pembahasan: Berdasarkan hasil penelitian diketahui jumlah siswa yang mengikuti tes gerak dasar manipulasi melalui games pada siklus 1 sebanyak 20 siswa. Dari jumlah tersebut terdapat 3 siswa dengan presentase (15%) memiliki kemampuan melakukan gerak dasar manipulasi yang “sangat baik”, sedangkan terdapat 3 siswa dengan presentase (15%) memiliki hasil belajar gerak dasar manipulasi yang “baik”. Sementara itu terdapat 2 siswa dengan presentase (10%) memiliki hasil belajar gerak dasar manipulasi yang “cukup”, terdapat 10 siswa dengan presentase (50%) memiliki hasil belajar gerak dasar manipulasi yang “kurang”, serta terdapat 2 siswa dengan presentase (10%) memiliki hasil belajar gerak dasar manipulasi yang “sangat kurang”. Diketahui jumlah siswa yang tuntas atau memperoleh nilai akhir melakukan gerak dasar manipulasi > 75 pada siklus 1 terdapat 6 siswa dengan presentase (30%), dan terdapat 14 siswa dengan presentase (70%) Tidak Tuntas atau < 75.

Simpulan: Kesimpulan yang ditarik dari penelitian ini adalah melalui games dikatakan efektif karena dapat meningkatkan hasil belajar gerak dasar manipulasi pada siswa Kelas V SDK Nualain 1.

Kata Kunci: *Efektivitas Pembelajaran; Gerak Dasar Manipulasi; Media Games*

ABSTRACT

EFFECTIVENESS OF LEARNING BASIC MOVEMENT MANIPULATION OF KASTI MATERIALS THROUGH GAMES AT SDK NUALAIN 1

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Background: The effectiveness of learning basic manipulation movements in rounders through games at SDK Nualain 1 serves as a means of conveying information and learning messages to students. The use of games is expected to facilitate a fun and interactive learning process, making it easier for students to understand and develop basic manipulation movement skills in rounders.

Research Objective: The purpose of this study was to determine the effectiveness of learning basic manipulation movements in throwing and catching at SDK Nualain 1 through games.

Research Method: The type of research used by the researcher in this study is Classroom Action Research (CAR), which is a research used to collect data, describe, manage, analyze, conclude, and interpret data to obtain a systematic picture.

Results and Discussion: Based on the results of the study, it is known that the number of students who took the basic manipulation movement test through games in cycle 1 was 20 students. Of these, 3 students with a percentage (15%) had the ability to perform basic manipulation movements that were "very good," while 3 students with a percentage (15%) had "good" basic manipulation movement learning outcomes. Meanwhile, 2 students with a percentage (10%) had "adequate" basic manipulation movement learning outcomes, 10 students with a percentage (50%) had "poor" basic manipulation movement learning outcomes, and 2 students with a percentage (10%) had "very poor" basic manipulation movement learning outcomes. It is known that the number of students who completed or obtained a final score of > 75 in basic manipulation movements in cycle 1 was 6 students with a percentage of (30%), and there were 14 students with a percentage of (70%) Not Complete or < 75 .

Conclusion: The conclusion drawn from this study is that the use of games is considered effective because it can improve the learning outcomes of manipulative fundamental movements among fifth-grade students at SDK Nualain 1.

Keywords: *Learning Effectiveness; Basic Manipulation Movements; Games Media*