

THE DEVELOPMENT OF JAVELIN THROW LEARNING MODEL BASED GAMES IN ELEMENTARY SCHOOL

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Abstract

This study aimed to produce a valid, practical, and effective Javelin Throw learning product. This research method is Research and Development (R & D). Data collection was conducted with questionnaires obtained from evaluation of teacher of physical education and result of questioner by student. The results of the experiments for the small group experiments tested the average of the answers by percentage (83%), and large group trials showed the level of validity for the teacher of the physical education obtained average answers by percentage (78%), then the product has good category validity . Meanwhile, to see the practicality of small group testing on the students questionnaire filling obtained an average frequency distribution value of 79% while in large group trials obtained frequency distribution of 80.4% then the results show the level of practicality with good category. While for the effectiveness level on product aspect of motivation, result from small group test show relation aspect of motivation equal to 71,2% and large group trial is equal to 71,8% from cognitive, affective, and psikomotor aspect, hence result of tested product try shows the level of effectiveness with good category. Based on the above explanation has been found learning model of game-based javelin game given to the students have been effective so that it can be applied in learning Javelin Throw in Elementary School.

Keywords: Development, Javelin Throw Learning, Game Based

INTRODUCTION

Physical education is an integral part of children's education as a whole and its objectives must be in line with educational goals. Implementation of physical education learning activities will always be related to physical activity (sukirno, 2017,1) . In this case means the implementation of teaching and learning activities prioritize physical performance, aims to improve the health and freshness of learners, not to the theory or knowledge alone. Many things that cause the development of athletic learning, among other obstacles that are often encountered in the field is the lack of availability of facilities and equipment for adequate athletic learning activities, the procurement of athletic equipment difficult to reach, the attitude of students who are not good and other issues are very important also the ability teachers of physical education and health (PJOK) in presenting the learning process of athletic teaching in accordance with the level of development characteristics, abilities, student development and student attitudes. Teacher penjaskes more emphasis on mastery of techniques and results-oriented or achievement of students on each athletic number. Athletics for elementary school is different from athletics for adults, athletics for elementary school more emphasis is on aspects of play, because playing is part of a child's life. Athletics play can inspire children's attention, and in play it can not be separated from elements of basic motion that is in the athletics, namely roads, running, jumping and throwing. Javelin throwing is included in one of the numbers in athletics, javelin in general elementary school students have not studied javelin numbers However, the obstacle of the teacher penjaskes in

general is the learning process of athletics is less desirable and less favored by students, this phenomenon also occurs in schools where researchers made observations of SD Negeri 23 Palembang, SD Negeri 198 Palembang and SD Negeri 218 Palembang. Based on the problems that have been described, the researcher concludes that it is very necessary to develop a model of game-based javelin learning that can be used as a solution so that students can gain experience of motion, active in moving, feel happy, not bored and good attitude and increase student motivation in doing especially athletic games effective number of javelin throws.

LITERATURE REVIEW

A. Development

Maksum (2012: 79) Research development is a new product or mmenenempurnakan existing products. Research and development (development research) is a study in a systematic way to design, develop, and evaluate programs processes and learning outcomes that must meet the criteria. Research and development method or often called R and D is a research method used to produce a specific product and test the effectiveness of the product (Sugiyono, 2014: 297)

B. Learning Model

Indrawati (2011: 1.4) learning model is a model used by teachers or instructors to carry out teaching and learning activities, which includes activities of teachers and students with attention to the environment and facilities available in the classroom or place of learning. So it can be concluded that the model of learning is a guide or instruction used by teachers for teaching and learning activities that have been planned systematically in organizing learning experiences to achieve certain goals and serve as a guide of learning.

C. Javelin Throw

The javelin is a movement that channel power to an object that produces power on the object by having forward or upward power (Djumidar, 2007: 7.3). Javelin throwing is the movement most similar to the throwing movement in general. Using a ball as a javelin tool, you can easily teach the techniques needed as a whole class activity (Khosim, 2011:8).

D. Game

According to Gilmore cited Schell (2008: 27) Play refers to those activities which are accompanied by a state of comparative pleasure, exhilaration, power, and the feeling of self-initiative which means the game refers to activities accompanied by circumstances of comparability, joy, power, and feelings of self-initiative. Therefore the game must be made referring to the comparative circumstances, pleasure, joy, power, and feelings of self initiative.

RESEARCH METHODOLOGY

A. Research Subject

The subjects of this study are the students of class V (five) Elementary School (SD), SD Negeri 23 Palembang, SD Negeri 198 Palembang, SD Negeri 218 Palembang.

B. Research Methods

Research method using R & D or Resarch and development research model

C. Data Collection Technique

This research uses 3 ways of gathering to analyze data ie Observation, Interview and Questionnaire.

RESULTS AND DISCUSSION

This research succeeded in developing a learning product in the form of a valid, practical, and effective learning model and to foster students' motivation in learning so that it can help the students and teachers of the jungle to get a game-based Javelin Throw learning in elementary school. This development process occurs on the review of product research findings developed, conducting small group trials and large group trials in accordance with the background of the product will be used and revise the results of large group trials.

CONCLUSION

Based on the results of data obtained from the results of small group scale trials and large group trial scale and discussion of research results it can be concluded that:

- 1 With the development of learning model of javelin-based javelin game on elementary school students (SD) can improve the effectiveness of learning through games for students who follow learning PJOK.
- 2 through the development of learning models of javelin-based throwing games on elementary school students (SD) can increase student motivation in following learning PJOK.

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