

ABSTRAK

Vitri Dearní Br Haloho, NPM : 1605030186 Fakultas Keguruan dan Ilmu Pendidikan Universitas Quality Berastagi: “Upaya Meningkatkan Hasil Belajar Passing Bawah Dengan Menggunakan Model Pembelajaran Bermain Di Smp Negeri 1 Merek Kelas VII Tahun Pelajaran 2020/2021”.

Penelitian ini merupakan penelitian Tindakan Kelas (PTK) dengan menggunakan Model pembelajaran bermain. Penelitian ini bertujuan untuk mengetahui pelaksanaan pembelajaran siswa dengan menggunakan model pembelajaran bermain di kelas kelas VIII SMP Negeri 1 Merek Tahun PPelajaran 2020/2021. Subjek penelitian ini adalah siswa-siswi kelas VIII SMP Negeri 1 Merek yang berjumlah 40 orang siswa. Alat yang digunakan dalam pengumpulan data adalah Lembar Observasi dan Tes. Penelitian ini dilakukan dengan dua siklus, masing-masing siklus dilaksanakan dalam dua kali pertemuan.

Berdasarkan analisa penelitian siklus I diperoleh hasil deskripsi aktivitas guru mencapai 60,33 % dan hasil deskripsi aktivitas siswa mencapai 68,89 dengan ketuntasan hasil belajar individu sebanyak 28 siswa yang tuntas belajar dan 12 siswa tidak tuntas belajar dari 40 orang siswa, persentase ketuntasan hasil belajar klasikal mencapai 70 % yang tuntas dan 30 % yang tidak tuntas dengan nilai rata-rata sebesar 69. Sedangkan pada siklus II diperoleh hasil deskripsi aktivitas guru mencapai 70,89 % dan hasil deskripsi aktivitas siswa mencapai 88,89 dengan ketuntasan hasil belajar individu sebanyak 35 siswa yang tuntas dan 5 siswa tidak tuntas dari 40 siswa, persentase ketuntasan hasil belajar klasikal mencapai 87,5 % yang tuntas dan 12,5 % tidak tuntas dengan nilai rata-rata sebesar 78,25.

Dari penelitian siklus I dan siklus II diperoleh hasil deskripsi kegiatan observasi aktivitas siswa bekategori baik, ketuntasan hasil belajar siswa tuntas secara individu dan klasikal, perolehan nilai rata-rata siswa meningkat.

Kata Kunci : Hasil Belajar, Passing Bawah, Model Pembelajaran Bermain

ABSTRACT

Vitri Dearn Br Haloho, NPM : 1605030186 Faculty of Teacher Training and Education, Quality Berastagi University: “Efforts to Improve Lower Passing Learning Outcomes by Using the Playing Learning Model at SMP Negeri 1 Brand Class VII Academic Year 2020/2021”.

This research is a Classroom Action Research (CAR) using the play learning model. This study aims to determine the implementation of student learning by using the play learning model in class VIII of SMP Negeri 1 Brand for the 2020/2021 academic year. The subjects of this study were students of class VIII SMP Negeri 1 Brand, totaling 40 students. The tools used in data collection are Observation Sheets and Tests. This research was conducted in two cycles, each cycle was carried out in two meetings.

Based on the research analysis cycle I, the results of the description of teacher activities reached 60.33% and the results of the description of student activities reached 68.89 with complete individual learning outcomes as many as 28 students who completed learning and 12 students did not complete learning from 40 students, the percentage of complete learning outcomes classical reach 70% complete and 30% incomplete with an average value of 69. While in the second cycle the results of the description of teacher activities reached 70.89% and the results of the description of student activities reached 88.89 with completeness of individual learning outcomes as many as 35 students who completed and 5 students did not complete from 40 students, the percentage of complete classical learning outcomes reached 87.5% who completed and 12.5% did not complete with an average value of 78.25.

From the research in cycle I and cycle II, the results of the description of the observation activities of students' activities were categorized as good, the completeness of student learning outcomes was completed individually and classically, the acquisition of students' average scores increased.

Keywords: Learning Outcomes, Passing Down, Play Learning Model