

ABSTRAK

AGUNG WIDODO: Pengembangan Model Pembelajaran Tematik Integratif Penjasorkes Berbasis Permainan bagi Siswa Sekolah Dasar Kelas 1 Kecamatan Gantiwarno Klaten. **Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2014.**

Penelitian ini bertujuan untuk menghasilkan model pembelajaran tematik integratif Penjasorkes berbasis permainan bagi siswa sekolah dasar kelas 1 Kecamatan Gantiwarno Klaten yang dapat digunakan oleh guru dalam melaksanakan pembelajaran untuk siswa sekolah dasar kelas 1 di Kecamatan Gantiwarno Klaten.

Penelitian ini merupakan penelitian dan pengembangan yang terdiri atas dua tahapan yaitu tahap penelitian pendahuluan dan tahap pengembangan. Tahap penelitian pendahuluan terdiri dari kajian literatur, kajian penelitian relevan dan studi lapangan. Tahap pengembangan terdiri perencanaan, validasi ahli, uji skala kecil, dan uji skala besar. Validasi melibatkan 3 orang ahli. Uji skala kecil dilakukan terhadap 16 siswa kelas 1 dan 2 orang guru di Sekolah Dasar Muhammadiyah Gantiwarno Klaten. Uji skala besar dilakukan terhadap dua kelas yang masing-masing terdiri dari 26 siswa kelas 1 dan 3 orang guru di Sekolah Dasar Muhammadiyah Gantiwarno dan Sekolah Dasar Negeri Ngandong 2. Instrumen yang digunakan untuk mengumpulkan data adalah angket, lembar observasi, dan rubrik penilaian. Analisis data pada tahap penelitian pendahuluan dan tahap pengembangan menggunakan teknik analisis deskriptif kualitatif dan kuantitatif.

Hasil penelitian berupa model pembelajaran tematik integratif Penjasorkes Berbasis permainan bagi siswa sekolah dasar kelas 1 Kecamatan Gantiwarno Klaten, yang berupa permainan Meriam Bola. Model disusun dalam buku petunjuk dengan judul “model permainan integratif bagi siswa sekolah dasar kelas 1”. Berdasarkan penilaian para ahli, isi materi sangat baik, bahasa sangat baik, dan format penulisan sangat baik. Pada uji skala kecil secara substansi dan pelaksanaan tergolong sangat baik. Pada uji skala besar aspek substansi dan pelaksanaan tergolong sangat baik, sehingga dihasilkan model yang layak untuk digunakan. Hasil uji beda terhadap pemerolehan hasil belajar siswa (rata-rata nilai pertemuan ketiga lebih besar dari rata-rata nilai pertemuan pertama), maka dapat disimpulkan model pembelajaran tematik integratif penjasorkes Berbasis permainan bagi siswa sekolah dasar kelas 1 Kecamatan Gantiwarno Klaten efektif untuk meningkatkan sikap mentaati peraturan (sikap), kemampuan membilang banyak benda dan memahami petunjuk (pengetahuan), serta keterampilan melempar dan menangkap (keterampilan).

Kata kunci: *model, permainan, sekolah dasar*

ABSTRACT

AGUNG WIDODO: *Developing a Thematic Integrative Learning Model of Physical Education Based on Games for Students of Grade 1 Elementary School in Gantiwarno-Klaten District.* Thesis. Yogyakarta: Graduate School, Yogyakarta State University, 2014.

This research aims to develop a thematic integrative learning model of physical education based on games for students of grade 1 elementary school in Gantiwarno Klaten District, which can be used by teachers in implementing this integrative learning for students of elementary school grade 1 in Gantiwarno Klaten districts.

This study is a research and development which consists of two stages: preliminary research stage and development stage. Preliminary research stage consisted of a literature review, a review of relevant research and field studies. Stage of development consisted of planning, expert validation, small-scale testing and large-scale testing. The validation involved three experts. The trials were conducted in a small-scale with 16 students in grade 1 and two teachers in Elementary School Muhammadiyah Gantiwarno. The large-scale trials were conducted with two classes, each consisting of 26 students in grade 1 and three teachers in Elementary School Muhammadiyah Gantiwarno and State Elementary School 2 Ngandong Gantiwarno. The instrument used to collect the data was questionnaires, observations and assessment sheets. The data analysis on the preliminary research stage and development stage used the descriptive qualitative and quantitative approach.

The results of the study are in the form of a thematic integrative learning model of physical education based on games for students of elementary school grade 1 in Gantiwarno Klaten Districts in the form of a Meriam Bola game. The model is arranged in the guidebook with the title "*an integrative model of the game for primary school students in grade 1*". Based on the assessment of the experts, this guidebook has a very good content material, very good language, and very good writing format. On a small-scale test, the substance is classified as very good and its implementation is quite very good. On a large-scale trial is in substance aspects and its implementation is very good to produce a model that deserves to be used. The results of the different tests of students learning outcomes (the average value of the third meeting is greater than the average value of the first meeting). It can be concluded that a thematic integrative learning model of physical education based on games for students of grade 1 elementary school in Gantiwarno Klaten district is effective to improve compliance by attitude (attitude), the ability to count a lot of things and understand the instructions (knowledge), as well as throwing and catching skills (skill).

Keywords: *models, physical activity, elementary school*