

JUARA: Jurnal Olahraga

E-ISSN 2655-1896 ISSN 2443-1117 https://doi.org/10.33222/juara.v8i2.3432



Development Of Basic Locomotor Movement Games Based On Local Wisdom For Learning Pjok Class 1 Elementary Schools

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Info Artikel□	Abstrak
C (111111111111111111111111111111111111	The aims of this study were 1) to produce basic locomotor motion games based on
	local wisdom for Class 1 Elementary School PJOK learning, 2) to find out the effectiveness of their use in learning. This study used research and development (R
	and D) methods with the ADDIE approach. The research population was 1st grade
	elementary school students in Palembang City. The sampling technique used a
	purposive sample totaling 42 students with criteria including 1) being a tri dharma
Keywords:	partner school of higher education with a Universitas Bina Darma in MBKM and PPL activities, 2) grade 1 elementary school students, 3) using the 2013 curriculum.
Elementary School,	The research instrument was a questionnaire. Data analysis techniques using
PJOK, basic	quantitative analysis. The results of the research included: 1) learning media
locomotor.	products in the form of basic locomotor games based on local wisdom for PJOK
	first grade elementary school learning, 2) the resulting learning media products
	showed the effectiveness of "very suitable for use" with a percentage of 83%

INTRODUCTION

Education is the right of all Indonesian citizens and lasts a lifetime. Education is also a necessity for everyone in carrying out a life that makes a person understand their own worth and dignity. Based on the Big Indonesian Dictionary (2012: 226), Education is the process of changing attitudes and behavior of a person or group in the process of maturing humans through learning and training processes.

According to Law Number 20 of 2003 concerning the National Education System in Article 1 paragraph (1), Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self- control, personality, intelligence, noble character, and skills needed by himself, society, nation and state. In article 3 it is stated that, National Education functions to develop capabilities and dignified character and national civilization in the context of educating the life of the Nation, aims to develop the potential of students to become human beings who believe and fear God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent, and become a democratic and responsible citizen.

Sports and health physical education is an integral part of education as a whole, aims to develop aspects of physical fitness, movement skills, critical thinking skills, social skills, reasoning, emotional stability, moral action, aspects of a healthy lifestyle and recognition of a clean environment through physical activity, selected sports and health that systematically planned in order to achieve education goals (Permendiknas national Number 22 of 2006). According to Ika Ahmad and Arif Rohmawan (2014: 68-72) Physical education is an educational process that utilizes physical activity that is planned systematically, aiming to develop aspects of health, aspects of physical fitness, movement skills, emotional stability and sportsmanship.

Learning is a series of activities and interactions between students and teachers that occur in a process of formal and non- formal education. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 103 of 2014 concerning Learning in Elementary and Secondary Education article 2 paragraph (1) states that learning is carried out based on activities with the following characteristics: (a) interactive and inspiring; (b) fun, challenging, and motivating students to participate actively; (c) contextual and collaborative; (d) provide sufficient space for the initiative, creativity, and independence of students; and (e) in accordance with the talents, interests, abilities, and physical and psychological development of students.

Online learning is one of the appropriate methods to use so that learning continues during the co-19 pandemic. The implementation of online learning in elementary schools during this pandemic also had a negative impact. This matter revealed through a study of data literature, namely elementary school teachers who are not maximal in providing learning material.

Disruption of the learning process causes the expected learning objectives to be not achieved resulting in incomplete material, the use of learning media in online learning is not optimal, student assessment is also constrained by mere cognitive assessment (Sari RP, 2021). The Covid-19 pandemic has had a negative impact on student psychology, one of which is reduced interest in learning. This is because online learning at home, which has been going on during the Covid-19 pandemic, seems boring. Situations like this require teachers to innovate in managing learning so that certain targeted competencies are achieved. Development of Basic Locomotor Movement Games Based on Local Wisdom for Class I Elementary School PJOK Learning is one of the right innovations in online learning with the hope of being able to improve PJOK learning outcomes.

Based on observations, it is necessary to develop Locomotor Basic Movement Games

Based on Local Wisdom for Class I Elementary School PJOK Learning.

METHODS

This research is development research (Research and Development). This research uses the development research method, Degeng (2002: 1) concluded that the definition of development research is scientific research that examines a theory, model, concept, or principle and uses the results of the study to develop a product". Development research is a type of research that aims to build something that exists or creates something new and has never been created to support learning activities. So development research only sometimes develops new products; it can be by refining existing products that can be accounted for. The research method used is development research with the ADDIE approach. In detail as follows 1) Analysis, 2) Design, 3) Development, 4) Implement, 5) Evaluation.

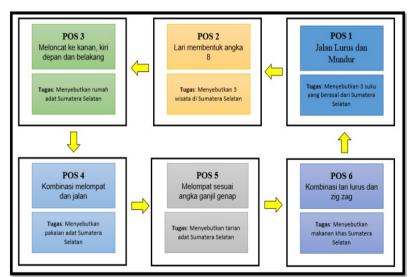


Figure 1. Basic Locomotor Motion Games Based on Local Wisdom for Class 1 Elementary School PJOK Learning (Active Locomotor Game).

FINDINGS AND DISCUSSION

1) Producing learning media in the form of basic locomotor motion games based on local wisdom for PJOK class 1 elementary school learning. 2) Producing the effectiveness of using basic locomotor motion games

products based on local wisdom for PJOK class 1 elementary school learning.

Findings

The results of the implementation of the product basic locomotor motion games based on local wisdom for Class 1 Elementary School PJOK learning as follows:

Table 3. Implementation Results

Teacher	Earned Score					$\sum x$	$\sum x_i$	P (%)
	I	II	III	IV	V			
1	20	15	10	20	20	85	100	85
2	15	20	20	10	20	85	100	85
3	20	10	10	20	20	80	100	80
Total						250	300	83,3
	Implementation					Worth Using		

Discussion

Analysis is the first step of development research. The results obtained by the data are in the form of a product needs assessment and what product specifications are needed to overcome the problem.

Design is the stage of designing a product. The final result at this stage is the initial draft (prototype I). Prototype I was designed by taking into account several aspects including: 1) analysis of curriculum analysis for physical education, sports and health (PJOK) class 1 elementary school subjects, 2) material mapping, 3) achievement of student learning competencies, 4) local wisdom values 3) Development. Development is an important stage. This stage aims to validate the product to experts so that they get input. The experts used were 1) physical education technology experts,

(teachers). The data collected is in the form of quantitative and qualitative data.

Quantitative data in the form of statistical data obtained through questionnaires distributed to experts as well as qualitative data in the form of input/suggestions expressed by experts.

The implement stage is the product trial stage. The sample was carried out with a total of 42 students. The implementation stage aims to determine the effectiveness of the product in the field, whether it can be implemented or not, whether it is used effectively or not.

This evaluation stage is to see the results of product implementation. If possible there is a revision of the product based on the results of the implementation.

CONCLUSION

The conclusions of this study are: 1) learning media products have been produced in the form of basic locomotor motion games based on local wisdom for PJOK class 1 elementary school learning, 2) the resulting learning media products show the effectiveness of "very suitable for use" with a percentage of 83%.

AKNOWLEDGMENTS

This research can be carried out with the help of various parties. Thank You. Researchers in advance to Universitas Bina Darma who have provided internal research grants for 2022. As well as thanks to Universitas Bina Darma partner stakeholders.

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