

## ABSTRAK

**SUCI MUTIARA DEWI.** *Pengembangan Permainan Tradisional Dalam Meningkatkan Karakter Siswa Di Sekolah Dasar. Tesis. Medan: Program Studi Pendidikan Olahraga, Pascasarjana Universitas Negeri Medan, Juni 2024.*

Penelitian ini bertujuan untuk menghasilkan produk dalam bentuk buku yang membahas tentang bentuk-bentuk variasi permainan tradisional dalam meningkatkan karakter siswa sekolah dasar. Serta meningkatkan karakter anak sekolah dasar melalui variasi-variasi permainan tradisional yang telah dikembangkan dalam proses pembelajaran. Dalam penelitian ini menggunakan model R&D menurut (Borg and Gall). Metode ini adalah metode pengembangan untuk mengumpulkan data dengan lembar angket instrument penelitian, Teknik analisis data dengan bentuk presentase. Populasi pada penelitian ini adalah siswa sekolah dasar kelas III. Produk pada penelitian ini telah di desain kemudian di validasi oleh 3 ahli yaitu, Ahli Materi PJOK yang memiliki rentang presentase 98% (Sangat Valid), Ahli Permainan Tradisional dengan presentase 95% (Sangat Valid), Ahli Media Pembelajaran 95% (Sangat Valid), dengan rata-rata 96% (Sangat Valid), Kemudian dilakukan dengan Uji coba lapangan awal berjumlah 2 orang guru rata-rata presentase 92% (Sangat Valid), Uji coba Lapangan utama rata-rata 92% (Sangat Valid), Uji coba lapangan oprasional rata-rata 92% (Sangat Valid), Uji coba efektifitas permainan tradisional dalam meningkatkan karakter siswa di sekolah dasar ada aspek afektif dengan jumlah siswa 23, mendapatkan presentase 84%(Valid) pada permainan lompat tali, permainan ular naga 83% (Valid), Permainan Balap karung 86% (Valid), Permainan engklek rata-rata 86%(Valid), Permainan roda-roda Putar 86%(Valid). Pada aspek kognitif mendapatkan presentase 84% (Sangat Valid) dan aspek psikomotorik dengan presentase berlari 86%, berjalan 87% dan melompat 87%. Penelitian ini menghasilkan sebuah produk berupa buku panduan permainan tradisional dalam meningkatkan karakter siswa kelas III Sekolah Dasar. Adapun buku ini layak di gunakan dilihat dari presentase yang di dapat pada setiap proses pembuatan buku ini. Buku panduan permainan tradisional ini berisi variasi-variasi permainan yang dapat membentuk karakter anak di sekolah dasar, serta sebagai modul pendamping guru PJOK dalam melaksanakan pembelajaran di sekolah.

**Kata Kunci:** Karakter siswa, Media Pembelajaran, Permainan tradisional

## ABSTRACT

SUCI MUTIARA DEWI. **Development of Traditional Games in Improving Student Character in Elementary Schools.** Thesis. Medan: Sports Education Study Program, Medan State University Postgraduate, 2024.

This study aims to produce a product in the form of a book that discusses the forms of variations of traditional games in improving the character of elementary school students. As well as improving the character of elementary school children through variations of traditional games that have been developed in the learning process. In this study using the R & D model according to (Borg and Gall). This method is a development method for collecting data with a research instrument questionnaire sheet, Data analysis techniques in the form of percentages. The population in this study were elementary school students in grade III. The product in this study has been designed and then validated by 3 experts, namely, PJOK Material Expert who has a percentage range of 98% (Very Valid), Traditional Game Expert with a percentage of 95% (Very Valid), Learning Media Expert 95% (Very Valid), with an average of 96% (Very Valid), Then carried out with an initial field trial of 2 teachers with an average percentage of 92% (Very Valid), Main field trial with an average of 92% (Very Valid), Operational field trial with an average of 92% (Very Valid), Trial of the effectiveness of traditional games in improving student character in elementary schools t here is an affective aspect with 23 students, getting a percentage of 84% (Valid) in the rope jumping game, the dragon snake game 83% (Valid), Sack racing game 86% (Valid), Engklek game with an average of 86% (Valid), Spinning wheel game 86% (Valid). In the cognitive aspect, it got a percentage of 84% (Valid) and the psychomotor aspect with a percentage of running 86%, walking 87% and jumping 87%. This study produced a product in the form of a traditional game guidebook in improving the character of grade III Elementary School students. This book is worthy of use seen from the percentage obtained in each process of making this book. This traditional game guidebook contains variations of games that can shape the character of children in elementary school, as well as a companion module for PJOK teachers in implementing learning at school.

**Keywords:** Student characters, learning media, traditional games