

## ABSTRAK

**RIZKY PUSPA SARI.** Permainan Tradisional Engklek Berbasis Karakter Sosial Untuk Media Pembelajaran PJOK Sekolah Dasar. Tesis. Medan: Program Pascasarjana. Universitas Negeri Medan, Juli 2021.

Tujuan penelitian ini adalah mengembangkan permainan tradisional engklek berbasis karakter sosial untuk media pembelajaran PJOK sekolah dasar. Tempat penelitian dilaksanakan di Sekolah Dasar Se-Kecamatan Percut Sei Tuan pada Februari 2021 s/d Maret 2021. Subjek penelitian pada kelompok kecil berjumlah 10 orang siswa kelas IV SD Negeri 106160 Tanjung Rejo dan subjek pada kelompok besar berjumlah 40 orang siswa dari 2 Sekolah Dasar kelas IV di Kecamatan Percut Sei Taun dengan karakteristik rentang usia 9-10 tahun. Penelitian ini menggunakan metode *Research & Development* (R&D) dengan prosedur pengembangan *Borg & Gall*. Teknik pengumpulan data melalui observasi, wawancara dan angket. Teknik analisis data yang digunakan dalam penelitian ini adalah deskriptif kuantitatif persentase. Berdasarkan aspek penilaian pada uji coba kelompok kecil, siswa cenderung aktif berkomunikasi dengan persentase 80% dan memahami peraturan dalam melakukan permainan engklek dengan persentase 83%. Hasil kuesioner secara keseluruhan diperoleh persentase sebesar 75,79%. Berdasarkan aspek penilaian pada uji coba kelompok besar, siswa cenderung aktif berkomunikasi dengan persentase 88% dan berfikir kritis dengan persentase 94,2% untuk memenangkan permainan. Hasil kuesioner keseluruhan diperoleh persentase sebesar 89,41%. Berdasarkan kriteria yang telah ditentukan maka dapat disimpulkan pengembangan permainan engklek berbasis karakter sosial “Layak” digunakan dalam pembelajaran PJOK di sekolah dasar.

**Kata kunci:** Permainan Tradisional, Permainan Engklek, Karakter Sosial.



## ABSTRACT

**RIZKY PUSPA SARI. Traditional Social Character-Based Engklek Games For Primary School Learning Media. Thesis. Medan: Postgraduate Program. State University of Medan, July 2021.**

The purpose of this study was to develop a traditional engklek game based on social characters for primary school PJOK learning media. The research location was carried out in Elementary Schools in Percut Sei Tuan Sub-district from February 2021 to March 2021. The research subjects in the small group were 10 fourth grade students at SD Negeri 106160 Tanjung Rejo and the subjects in the large group were 40 students from 2 elementary schools. class IV in Percut Sei Taun District with a characteristic age range of 9-10 years. This study uses the Research & Development (R&D) method with Borg & Gall development procedures. Data collection techniques through observation, interviews and questionnaires. The data analysis technique used in this research is descriptive quantitative percentage. Based on the aspect of assessment in small group trials, students tend to be active in communicating with a percentage of 80% and understand the rules in playing an engklek game with a percentage of 83%. The results of the questionnaire as a whole obtained a percentage of 75.79%. Based on the assessment aspect in the large group trial, students tend to be active in communicating with a percentage of 88% and critical thinking with a percentage of 94.2% to win the game. The overall questionnaire results obtained a percentage of 89.41%. Based on the criteria that have been determined, it can be concluded that the development of the "Decent" social character-based engklek game is used in PJOK learning in elementary schools.

***Keywords: Traditional Games, Engklek Games, Social Characters.***

