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DEVELOPMENT OF BASIC MOTION LEARNING MODEL TO DEVELOP CREATIVE THINKING ABILITY THROUGH APPROACH TO PLAY IN ELEMENTARY SCHOOL

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DEVELOPMENT OF BASIC MOTION LEARNING MODEL TO DEVELOP CREATIVE THINKING ABILITY THROUGH APPROACH TO PLAY IN ELEMENTARY SCHOOL

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ARTICLE INFO	ABSTRACT
Article history:	Purpose: The purpose of research and development of basic motion learning models to develop creative thinking skills through a play approach in elementary school is expected to develop creative thinking of elementary school students.
Received 31 January 2023	Theoretical framework: Hendriana Sri Rejeki and Gunawan (2021: 218) state that there are four games for the learning model for basic locomotor jumping, namely: (a) rope jumping game (b) carpet jumping game (c) hurdles game (d) obstacle jumping game, basic motion learning model Locomotor jump with this simple game is effective in supporting the learning process of physical education, sports and health in third grade elementary schools.
Accepted 05 April 2023	Design/methodology/approach: The research method used is Borg and Gall research and development. The subjects of this study were fifth grade elementary school students and four teachers at UPT Percut Sei Tuan. The research instrument uses a rating scale so that the basic movement learning model through a play approach is suitable for developing creative thinking skills of elementary school students.
Keywords:	Findings: Teachers' lack of innovation and creativity in developing basic movement skills and creative thinking skills with basic movement learning models through a play approach playing is made in game forms that meet the needs of students is one of the fundamental flaws. Teachers of physical education frequently make use of established sports like soccer, baseball, volleyball, futsal, basketball, and futsal, despite the fact that these sports generally do not correspond to the characteristics of elementary school children's growth and development. This brought about the learning gave was unimportant to the abilities to be accomplished and brought about the getting the hang of becoming dreary and less intriguing. Researchers are interested in developing a model of basic movement learning to develop creative thinking skills through a play approach for fifth grade elementary school students in light of the issues discussed above with physical education instruction.
Motion Learning Model; Creative Thinking; Playing Approach.	Research, Practical & Social implications: The learning model is a strategy that the teacher uses to carry out teaching and learning activities that involve students as recipients of learning activities' knowledge in order to accomplish a goal.
  	Originality/value: There are a number of inputs in the form of comments and suggestions for products developed as a result of the experts' validation (basic motion

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learning model to develop creative thinking skills through a play approach in elementary school). The following are expert recommendations and comments:

(1) A basic movement learning model that can accommodate the needs of students and teachers in carrying out the physical education learning process based on the curriculum objectives is required. (2) The focus on the objectives of developing basic movement learning models is on the cognitive aspects seen in students' understanding of the game's rules, the ability of children to think creatively in understanding forms of movement activity, such as increasing the power of creativity on the basis of skills. (3) The rules of the game are simplified so that participants in elementary school can easily understand them, (4) games are adapted to basic competencies in learning materials in class, (5) games are adapted to children's character, (6) equipment is adapted to the characteristics of children in class and equipment made by yourself needs to be considered for safety not only considering learning media but The equipment used should be cheap and practical. The basic movement learning model for developing creative thinking skills through the play approach in elementary schools can be revised as follows on the basis of the experts' suggestions and comments above: 1) the basic movement learning model focuses on the goals of learning physical education based on the curriculum; 2) it focuses on developing basic motion learning models that focus on creative thinking skills from a cognitive, affective, and psychomotor perspective; 3) it uses games that are adapted to core curriculum themes and competencies so that physical education teachers in elementary schools can use them.

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DESENVOLVIMENTO DE MODELO BÁSICO DE APRENDIZAGEM DE MOVIMENTOS PARA DESENVOLVER A CAPACIDADE DE PENSAMENTO CRIATIVO ATRAVÉS DA ABORDAGEM DE BRINCAR NA ESCOLA PRIMÁRIA

RESUMO

Objetivo: Espera-se que o objetivo da pesquisa e desenvolvimento de modelos básicos de aprendizagem de movimento para desenvolver habilidades de pensamento criativo por meio de uma abordagem lúdica no ensino fundamental seja desenvolver o pensamento criativo de alunos do ensino fundamental.

Referencial teórico: Hendriana Sri Rejeki e Gunawan (2021: 218) afirmam que existem quatro jogos para o modelo de aprendizagem do salto locomotor básico, a saber: (a) jogo de pular corda (b) jogo de pular tapete (c) jogo de obstáculos (d) jogo de salto de obstáculo, modelo básico de aprendizagem de movimento O salto locomotor com este jogo simples é eficaz no apoio ao processo de aprendizagem de educação física, esportes e saúde em escolas de ensino fundamental da terceira série.

Desenho/metodologia/abordagem: O método de pesquisa utilizado é a pesquisa e desenvolvimento de Borg e Gall. Os sujeitos deste estudo foram alunos do quinto ano do ensino fundamental e quatro professores da UPT Percut Sei Tuan. O instrumento de pesquisa utiliza uma escala de classificação para que o modelo básico de aprendizagem do movimento por meio de uma abordagem lúdica seja adequado para o desenvolvimento de habilidades de pensamento criativo de alunos do ensino fundamental.

Resultados: A falta de inovação e criatividade dos professores no desenvolvimento de habilidades básicas de movimento e habilidades de pensamento criativo com modelos básicos de aprendizado de movimento por meio de uma abordagem lúdica que é feita em formas de jogo que atendem às necessidades dos alunos é uma das falhas fundamentais. Os professores de educação física frequentemente utilizam esportes consagrados como futebol, beisebol, vôlei, futsal, basquete e futsal, apesar de esses esportes geralmente não corresponderem às características de crescimento e desenvolvimento de crianças do ensino fundamental. Isso fez com que o aprendizado dado não fosse importante para as habilidades a serem realizadas e trouxe o jeito de se tornar monótono e menos intrigante. Pesquisadores estão interessados em desenvolver um modelo de aprendizagem de movimentos básicos para desenvolver habilidades de pensamento criativo por meio de uma abordagem lúdica para alunos da quinta série do ensino fundamental à luz das questões discutidas acima no ensino de educação física.

Implicações de pesquisa práticas e sociais: O modelo de aprendizagem é uma estratégia que o professor usa para realizar atividades de ensino e aprendizagem que envolvem os alunos como recipientes do conhecimento das atividades de aprendizagem para atingir um objetivo.

Originalidade/valor: Há uma série de contribuições na forma de comentários e sugestões de produtos desenvolvidos como resultado da validação dos especialistas (modelo básico de aprendizado de movimento para desenvolver habilidades de pensamento criativo por meio de uma abordagem lúdica no ensino fundamental). A

seguir, recomendações e comentários de especialistas: (1) É necessário um modelo básico de aprendizado de movimento que possa acomodar as necessidades de alunos e professores na realização do processo de aprendizado de educação física com base nos objetivos do currículo, (2) O foco nos objetivos do desenvolvimento de modelos básicos de aprendizado de movimento está no aspectos cognitivos observados na compreensão das regras do jogo pelos alunos, a capacidade das crianças de pensar criativamente na compreensão das formas de atividade de movimento, como aumentar o poder de criatividade com base nas habilidades, (3) As regras do jogo são simplificadas para que os participantes do ensino fundamental possam entendê-los facilmente, (4) os jogos são adaptados às competências básicas nos materiais de aprendizagem em sala de aula, (5) os jogos são adaptados ao caráter das crianças, (6) os equipamentos são adaptados às características das crianças em sala de aula e os equipamentos feitos por você precisa ser considerado para segurança não apenas considerando mídia de aprendizagem, mas O equipamento usado deve ser barato e prático. O modelo básico de aprendizagem de movimento para desenvolver habilidades de pensamento criativo por meio da abordagem lúdica em escolas primárias pode ser revisado da seguinte forma com base nas sugestões e comentários dos especialistas acima: 1) o modelo básico de aprendizagem de movimento concentra-se nos objetivos de aprender educação física com base no currículo; 2) concentra-se no desenvolvimento de modelos básicos de aprendizagem de movimento que enfocam as habilidades de pensamento criativo de uma perspectiva cognitiva, afetiva e psicomotora; 3) utiliza jogos adaptados aos temas e competências centrais do currículo para que os professores de educação física do ensino fundamental possam utilizá-los.

Palavras-chave: Modelo de Aprendizagem de Movimento, Pensamento criativo, Jogando Abordagem.

DESARROLLO DEL MODELO BÁSICO DE APRENDIZAJE DE MOVIMIENTO PARA DESARROLLAR LA HABILIDAD DE PENSAMIENTO CREATIVO A TRAVÉS DEL ENFOQUE DE JUEGO EN LA ESCUELA PRIMARIA

RESUMEN

Propósito: Se espera que el propósito de la investigación y el desarrollo de modelos básicos de aprendizaje de movimiento para desarrollar habilidades de pensamiento creativo a través de un enfoque de juego en la escuela primaria desarrolle el pensamiento creativo de los estudiantes de la escuela primaria.

Marco teórico: Hendriana Sri Rejeki y Gunawan (2021: 218) afirman que existen cuatro juegos para el modelo de aprendizaje del salto locomotor básico, a saber: (a) juego de salto de cuerda (b) juego de salto de allombra (c) juego de vallas (d) juego de salto de obstáculos, modelo básico de aprendizaje de movimiento Locomotor jump con este juego simple es efectivo para apoyar el proceso de aprendizaje de educación física, deportes y salud en las escuelas primarias de tercer grado.

Diseño/metodología/enfoque: El método de investigación utilizado es el de investigación y desarrollo de Borg and Gall. Los sujetos de este estudio fueron estudiantes de quinto grado de primaria cuatro profesores de la UPT Percut Sei Tuan. El instrumento de investigación utiliza una escala de calificación para que el modelo básico de aprendizaje de movimiento a través de un enfoque de juego sea adecuado para desarrollar habilidades de pensamiento creativo en estudiantes de primaria.

Hallazgos: La falta de innovación y creatividad de los maestros en el desarrollo de habilidades físicas de movimiento y habilidades de pensamiento creativo con modelos básicos de aprendizaje de movimiento a través de un enfoque de juego que se realiza en formas de juego que satisfacen las necesidades de los estudiantes es una de las fallas fundamentales. Los profesores de educación física hacen uso frecuente de deportes establecidos como el fútbol, béisbol, voleibol, fútbol sala, baloncesto y fútbol sala a pesar de que estos deportes generalmente no corresponden a las características de crecimiento y desarrollo de los niños de la escuela primaria. Esto hizo que el aprendizaje dado no fuera importante para las habilidades que se iban a lograr y que se acostumbrara a volverse aburrido y menos intrigante. Los investigadores están interesados en desarrollar un modelo de aprendizaje de movimiento básico para desarrollar habilidades de pensamiento creativo a través de un enfoque de juego para estudiantes de escuela primaria de quinto grado a la luz de los problemas discutidos anteriormente con la instrucción de educación física. Implicaciones de investigación, prácticas y sociales: el modelo de aprendizaje es una estrategia que utiliza el docente para llevar a cabo actividades de enseñanza y aprendizaje que involucran a los estudiantes como receptores del conocimiento de las actividades de aprendizaje para lograr una meta.

Originalidad/valor: Hay una serie de aportes en forma de comentarios y sugerencias para productos desarrollados como resultado de la validación de los expertos (modelo básico de aprendizaje de movimiento para desarrollar habilidades de pensamiento creativo a través de un enfoque lúdico en la escuela primaria). Las siguientes son recomendaciones y comentarios de expertos: (1) Se requiere un modelo de aprendizaje de movimiento básico que pueda adaptarse a las necesidades de los estudiantes y profesores al llevar a cabo el proceso de aprendizaje de educación física basado en los objetivos del plan de estudios, (2) El enfoque en los objetivos del desarrollo de modelos de aprendizaje de movimiento básico está en los aspectos cognitivos vistos en la comprensión de las reglas

del juego por parte de los estudiantes, la capacidad de los niños para pensar creativamente en la comprensión de formas de actividad de movimiento, como aumentar el poder de la creatividad sobre la base de las habilidades, (3) Las reglas del juego se simplifican para que los participantes en la escuela primaria puedan entenderlos fácilmente, (4) los juegos se adaptan a las competencias básicas en los materiales de aprendizaje en clase, (5) los juegos se adaptan al carácter de los niños, (6) el equipo se adapta a las características de los niños en clase y el equipo hecho por usted mismo debe ser considerado por seguridad no solo considerando los medios de aprendizaje sino también El equipo utilizado debe ser económico y práctico. El modelo de aprendizaje de movimiento básico para desarrollar habilidades de pensamiento creativo a través del enfoque del juego en las escuelas primarias se puede revisar de la siguiente manera sobre la base de las sugerencias y comentarios de los expertos anteriores: 1) el modelo de aprendizaje de movimiento básico se centra en los objetivos del aprendizaje de la educación física basada en sobre el currículo; 2) se enfoca en desarrollar modelos básicos de aprendizaje de movimiento que se enfocan en habilidades de pensamiento creativo desde una perspectiva cognitiva, afectiva y psicomotora; 3) utiliza juegos que se adaptan a los temas y competencias del currículo básico para que los profesores de educación física en las escuelas primarias puedan usarlos.

Palabras clave: Modelo de aprendizaje de movimiento, Pensamiento creativo, Enfoque de juego.

INTRODUCTION

The development of the ability of these students will be developed through the learning process. One of them is a learning model based on a play approach in the Physical Education, Sports and Health (PJOK) subject group in elementary schools with the aim of developing creative thinking skills, motor skills, instilling sportsmanship character values and awareness of healthy living.

Playing is something that is fun for students, by playing students do not feel tired or burdened in doing physical activities, but becomes something fun. Carrying out the process of learning motion in physical education which is a variety of movements and skills, of course it cannot be avoided from the use of the necessary infrastructure or sports equipment and the most essential is the form of the game.

Through the researcher's observations and preliminary studies, they found several weaknesses faced by physical education teachers, Sports and Health (PJOK) in elementary schools, in developing an active learning model.

One of the very basic weaknesses is the low level of innovation and creativity of teachers in developing basic movement skills and creative thinking skills with basic movement learning models through a play approach, in this case playing is made in game forms that suit the needs of students. Physical education teachers tend to use existing games such as soccer, baseball, volleyball, futsal and basketball, although the games are basically not in accordance with the level of growth and development characteristics of elementary school children. This resulted in the learning provided was irrelevant to the competencies to be achieved and resulted in the learning becoming monotonous and less interesting.

Seeing the problems above in learning physical education in elementary schools, researchers are interested in developing a model of basic movement learning to develop creative thinking skills through a play approach to fifth grade elementary school students.

THEORY

Model Development Concept

A model is a representation, formalization or visualization. The model can also show a complete picture of something to be done and the results to be achieved. According to Tangkudung (2012: 60) the model is an imitation, simulation of a reality that is composed of specific elements from a number of phenomena that can be investigated by someone and this is isomorphs of an image / image obtained abstractly, namely a process mental making generalizations from real examples (same as describing the atmosphere of the game). The learning models themselves are usually prepared based on various principles or theories of knowledge. Experts develop learning models based on various principles or theories of knowledge. Experts develop learning models based on learning principles, psychological, sociological, systems analysis, or other supporting theories (Putri Khoerunnisa, Syifa Masyhuril Aqwal, 2020:2).

The learning model is defined as a systematic procedure in organizing learning experiences to achieve learning objectives, it can also be interpreted as an approach used in learning activities, the learning model is defined as follows, namely: (1) learning model in a broad sense is a process of systematically preparing activities- activities that will be carried out to achieve a certain goal, (2) the learning model is a way of how to achieve the goal as well as possible with existing resources to be more efficient and effective, (3) the learning model is the determination of the goals to be achieved or to be achieved. done, how, when, and by whom (Bambang Prayitno, Sukadiyanto 2014: 13).

The results of the research by Hendriana Sri Rejeki and Gunawan (2021:218) are the basic locomotor jump learning model, there are four games, namely: (a) rope jumping game (b) carpet jumping game (c) goal game (d) obstacle jumping game, learning model. The basic motion of the locomotor jump with this simple game is effective in supporting the learning process of Physical Education, Sports and Health in grade 3 elementary schools.

The learning model is a strategy carried out by the teacher in carrying out teaching and learning activities, involving students as recipients of knowledge from learning activities to achieve a goal.

Creative Thinking Ability

Thinking is a cognitive process that forms new mental representations through transformations by complex interactions of mental procedures, including consideration, abstraction, reasoning, drawing, logical problem solving, concept formation, creativity and intelligence (Pramonoa, Nurhasanb, Nining Widyah Kusnanikc, ME Winamod, 2019: 222). Furthermore, Pramonoa (2019:222) argues that there are three basic ideas about thinking in the literature: (1) cognitive thinking occurs internally through thought patterns while decisions are made through behavior; (2) thinking is a process that involves a lot of manipulation of knowledge in the cognitive system, and (3) thinking is straightforward and results in behavior that solves problems or helps with solutions.

Thinking creatively reasoning problem solving starts from one problem that leads to various alternative answers (Jusuf Blegur Zuvvati A. Tlonaen, 2017: 60). Teaching children creative thinking skills is an important component of education. Skilled creative thinking can help children in solving potential problems and challenges in the future (Zahra, Yusooff, and Safar, 2013).

Creative thinking skills are present in every child and can be developed through the use of basic movement activities. the ability of children to think creatively in understanding forms of movement activity , such as increasing creativity on the basis of motor skills, creativity can thus be developed and used as a person's ability to think creatively . The creative thinking learning process can take many forms of movement activity, such as an educator creating a basic movement learning model through an engaging play approach for optimal student learning and engagement. Model Basic movement learning can reduce feelings of boredom and monotony.

Approach to Play

Playing is essentially one of the necessities of life for children (Suharjana, F. 2011). In a child's life, playing is an exercise that is carried out so that children become adult humans who have more opportunities to practice their potential, therefore playing cannot be separated from the child's life itself. Loy, McPherson, and Kenyon in Suryadi define that play is a variety of activities that are: 1) free, 2) separate, 3) uncertain or changing, 4) spontaneously, 5) do not consider results, 6) are regulated by regulations, and build trust (Damanik, Suryadi. 2014).

Why the play approach should be taken is so that the basic movement skills and creative abilities of children can be developed for elementary school students. Playing can also educate

children's ability to be creative, stronger self-awareness, can foster a sense of pleasure, and can foster curiosity. The approach to playing there is a game, in the game the importance of other media as a tool that supports the game, the media can stimulate students in the game . A play approach that develops creative thinking skills puzzle games, tic-tac-toe games, crocodile crossing games, elf express games:

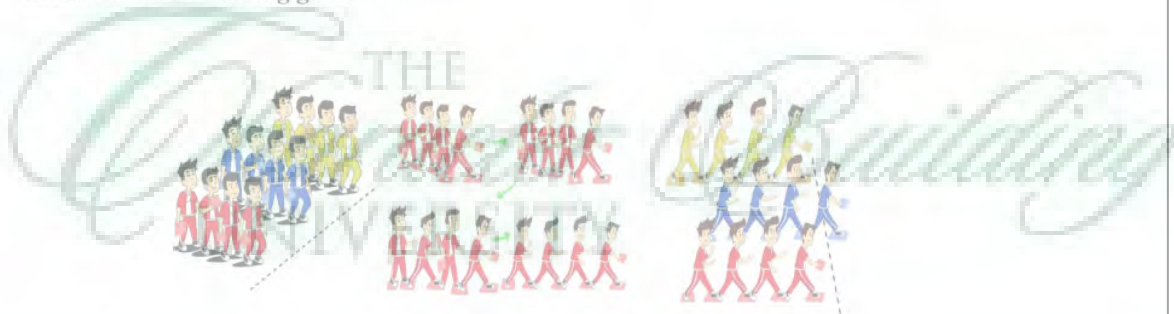
Puzzle game



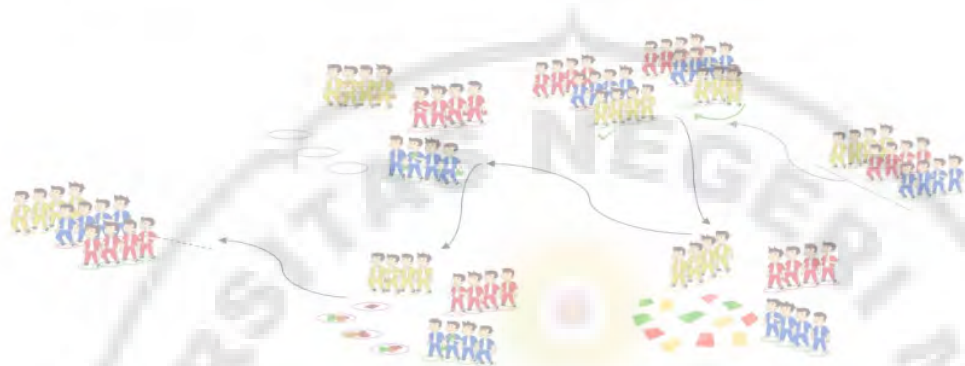
Tic-Tac-Toe Game



Crocodile river crossing game



Elf Express Game



Through the play approach, basic movements can be developed, including non-locomotor, locomotor, and manipulative basic movements. The basic movement of jumping is included in the basic locomotor movement. Jumping motion is moving the body forward by resting on one foot and landing on both feet. Through the play approach, it can also develop thinking skills.

3 METHOD

The research method used in this research is research and development (Research and Development) related to product development, through the process of planning, producing and evaluating product validity

15 Pictures. Steps to Use Method *Research and Development* (R & D) (Sugiyono, 2015)



6 RESULTS AND DISCUSSION

The results of the validation from the experts there are several inputs in the form of comments and comments suggestions for products developed (basic motion learning model to develop creative thinking skills through a play approach in elementary school) . Suggestions and comments from experts are as follows:

(1) a form of basic movement learning model is needed that can accommodate the needs of students and teachers in carrying out the physical education learning process based on the curriculum objectives, (2) the focus on the objectives of developing basic movement learning models, focusing on the cognitive aspects seen from the understanding of students on the rules of the game, the ability of children to think creatively in understanding forms of movement activity , such as increasing the power of creativity on the basis of skills , from the affective aspect which is seen in the social behavior of students such as responsibility, cooperation, and honesty, from the psychomotor aspect which is seen from the ability basic movements, (3) the rules in the game are simplified so that participants in elementary school are easy to understand, (4) games are adapted to basic competencies in learning materials in class, (5) games are adapted to children's character, (6) equipment is adapted to the characteristics of children in class and equipment made by yourself needs to be considered for safety not only considering learning media but The equipment used should be cheap and practical.

Based on the suggestions and comments of the experts described above , it is possible to revise the design of the basic movement learning model to develop creative thinking skills through the play approach in elementary schools as follows: (1) the basic movement learning model focuses on the objectives of learning physical education based on the curriculum, (2) focus on developing basic motion learning models on creative thinking skills from cognitive, affective, and psychomotor aspects, (3) equipment and facilities adapted to the character of students and considering their safety, (4) games adapted to themes and competencies core in the curriculum so that it can be used by physical education teachers in elementary schools

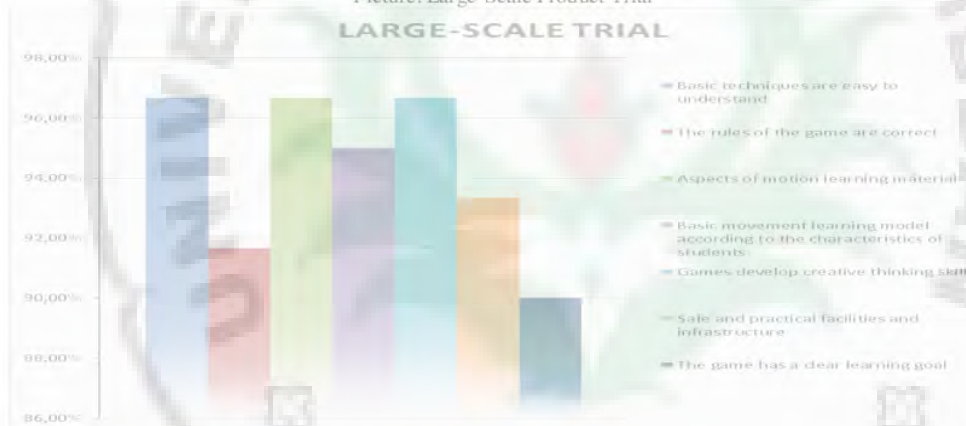
Product trial

Small group product trials that have been carried out on 30 students and 60 large group product trials can be seen in the diagram below:

Picture. Small-Scale Product Trial



Picture. Large-Scale Product Trial



Based on the results of research for easy-to-understand basic techniques, facilities and infrastructure for basic movement learning models through a play approach, the researchers said that this tool is very good in terms of security, it can develop creative thinking skills. The rules of the game are very simple and easy to understand. So that this product can be a teacher learning model in carrying out the learning process for elementary school students.

The development of the motion learning model through the play approach can be assessed by experts and teachers as practitioners in the field stating that the motion learning model through the play approach is very well structured and feasible to use in learning to develop creative thinking skills.

7 CONCLUSION

Based on the data obtained, from the results of field trials and discussion of research results, it can be concluded that: (1) With the basic movement learning model through the play approach, students in elementary school can learn the material effectively and efficiently, (2) With the basic movement learning model through a play approach, it becomes a solution for teachers in providing a variety of learning models on basic motion material to develop creative thinking skills.

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