

ABSTRAK

RAYMONDO SEMBIRING. Pengembangan Permainan Tradisional Engklek Pada Materi Gerak Lokomotor Di SD 101815 Kelas IV. Fakultas Ilmu Keolahragaan. Pendidikan Jasmani Kesehatan Dan Rekreasi, 2023.

Tujuan penelitian adalah untuk mengetahui: Kelayakan Pengembangan Permainan Tradisional Pada Gerak Lokomotor Di SD 101815 Kelas IV Sibiru-Biru. Metode penelitian ini adalah penelitian pengembangan dengan desain borg and gall. Penelitian ini dilaksanakan di SD 101815 Sibiru-Biru Kabupaten Deli Serdang. Waktu penelitian dilaksanakan pada bulan Maret 2023 s/d selesai. Dalam penelitian ini dijadikan sampel sebanyak 30 siswa, dan siswa dibagi 10 orang untuk uji coba kelompok kecil dan 20 orang untuk uji coba kelompok besar. Teknik pengumpulan data menggunakan kuesioner yang diberikan pada ahli permainan tradisional, ahli materi dan responden siswa SD 101815 Sibiru-Biru Kabupaten Deli Srdang. Hasil penelitian dan kesimpulan dalam penelitian ini adalah berdasarkan hasil uji coba kelompok kecil dari 10 orang siswa SD 101815 Kelas IV Sibiru-Biru diperoleh bahwa skor yang diperoleh adalah 398 dengan persentase 79,6% (Cukup Valid). Berdasarkan hasil uji coba kelompok besar di lakukan pada siswa kelas IV SD 101815 Sibiru-Biru sebanyak 20 siswa. Dimana skor yang diperoleh adalah 917 dengan persentase 91.7% (Valid).

Kata Kunci : Permainan Tradisional, Engklek, Lokomot

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ABSTRACT

RAYMONDO SEMBIRING. Development of Traditional Hopper Games on Locomotor Movement Material in SD 101815 Class IV. Faculty of Sport Science. Health and Recreation Physical Education, 2023.

The research objective was to find out: The Feasibility of Developing Traditional Games on Locomotor Movement at SD 101815 Class IV Sibiru-Biru. This research method is development research with borg and gall design. This research was conducted at SD 101815 Sibiru-Biru, Deli Serdang Regency. The time of the research was carried out in March 2023 until it was finished. In this study, a sample of 30 students was taken. and students were divided into 10 people for small group trials and 20 people for large group trials. The data collection technique used a questionnaire given to traditional game experts, material experts and student respondents at SD 101815 Sibiru-Biru, Deli Srdang Regency. The research results and conclusions in this study were based on the results of a small group trial of 10 students at SD 101815 Class IV Sibiru-Biru, it was found that the score obtained was 398 with a percentage of 79.6% (Quite Valid). Based on the results of the large group tryout, there were 20 students in grade IV SD 101815 Sibiru-Biru. Where the score obtained is 917 with a percentage of 91.7% (Valid).

Keywords: Traditional Games, Cranks, Locomotive

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