ABSTRAK

ARFAN HAKIM PANE. Model Pembelajaran *Motoric* Melalui Permainan Tradisional Berbasis *Circuit* Untuk Siswa Sekolah Dasar. Pascasarjana Universitas Negeri Medan, Juli 2024.

Penelitian ini bertujuan menghasilkan produk berupa buku tentang model pembelajaran *motoric* melalui permainan tradisional berbasis circuit. Penelitian ini dilaksanakan di SD Negeri 101776 Sampali dan SD Negeri 101775 Sampali. Dalam penelitian ini menggunakan model R&D menurut (Borg and Gall). Metode ini adalah metode pengembangan dengan pendekatan kuantitatif, dengan teknik pengumpulan data menggunakan lembar angket instrumen penelitian dan teknik analisis data berbentuk presentase. Subjek dalam penelitian ini sebanyak 25 siswa pada uji coba skla kecil dan 50 siswa pada uji coba skla besar. Produk pada penelitian ini telah di desain kemudian di validasi oleh 3 orang ahli, yaitu ahli materi, ahli permainan tradisional dan ahli penjas. Hasil uji coba kelompok kecil oleh 25 siswa diperoleh persentase skor empiris dengan total 82,53% (Valid atau layak) maka dapat dinyatakan bahwa produk Model Pembelajaran *Motoric* Melalui Permainan Tradisional Berbasis *circuit* layak digunakan untuk Siswa Sekolah Dasar. Pada revisi ahli di uji coba kelompok kecil di peroleh 81,85% (valid). Walau sudah valid ahli masih memberikan revisi terkait model pembelajaran *motoric* melalui permainan tradisional berbasis *circuit* untuk perbaikan. Pada uji coba kelompok besar dari 50 siswa diperoleh persentase skor empiris dengan total 92.33% dalam kategori (valid atau layak) dan revisi ahli di uji coba kelompok besar dengan total 92.97% (valid). Selanjutnya uji efektivitas dengan menggunakan N-Gain Tes dari 30 siswa yang diujicobakan memiliki efek yang sedang terhadap gerak lokomotor 76,67% (efektif.). Berdasarkan hasil penelitian pengembangan model pembelajaran *motoric* melalui permainan tradisional berbasis *circuit* layak dan efektik untuk meningkatkan kemampuan lokomotor siswa sekolah dasar, dan direkomendasikan agar guru dapat mengimplementasikan pembelajaran *motoric* melalui permainan tradisional berbasis *circuit* sebagai refrensi untuk meningkatkan kreatifitas dan hasil belajar peserta didik.

Kata kunci: Model, Pembelajaran, Permainan Tradisional, *Circuit*

ABSTRACT

ARFAN HAKIM PANE. Motor Learning Model Through Traditional Circuit Based Games for Elementary School Students. Medan State University Postgraduate, July 2024.

This research aims to produce a product in the form of a book about motor learning models through traditional circuit-based games. This research was carried out at SD Negeri 101776 Sampali and SD Negeri 101775 Sampali. This research uses the R&D model according to (Borg and Gall). This method is a development method with a quantitative approach, with data collection techniques using research instrument questionnaire sheets and data analysis techniques in the form of percentages. The subjects in this research were 25 students in the small scale trial and 50 students in the large scale trial. The product in this research was designed and then validated by 3 experts, namely material experts, traditional game experts and physical education experts. The results of small group trials by 25 students obtained an empirical score percentage with a total of 82.53% (valid or feasible), so it can be stated that the motoric learning model product through circuit-based traditional games is suitable for use for elementary school students. The expert revision in small group trials obtained 81.85% (valid). Even though it is valid, experts are still providing revisions regarding motor learning models through traditional circuit-based games for improvement. In the large group trial of 50 students, an empirical score percentage was obtained with a total of 92.33% in the category (valid or feasible) and expert revision in the large group trial was a total of 92.97% (valid). Furthermore, the effectiveness test using the N-Gain Test from 30 students who were tested had a moderate effect on locomotor movement of 76.67% (effective). Based on the research results, the development of a motor learning model through traditional circuit-based games is feasible and effective for improving the locomotor abilities of elementary school students, and it is recommended that teachers can implement motor learning through traditional circuit-based games as a reference for increasing students' creativity and learning outcomes.

Keywords: Model, Learning, Traditional Games, Circuit