

ABSTRAK

WASIS NUGROHO. Pengaruh Model Pembelajaran dan Minat Belajar Terhadap Hasil Belajar Permainan Rounders Siswa Sekolah Dasar. *Tesis. Medan: Program Magister Pendidikan Olahraga Fakultas Ilmu Keolahragaan, Unimed, September 2024.*

Penelitian ini bertujuan untuk mengetahui: (1) perbedaan pengaruh model pembelajaran *team games tournament* dan *teaching games for understanding* terhadap hasil belajar permainan *rounders*, (2) perbedaan pengaruh minat tinggi dan minat rendah terhadap hasil belajar permainan *rounders*; dan (3) interaksi antara model pembelajaran dan minat terhadap hasil belajar permainan *rounders* pada siswa sekolah dasar. Metode penelitian ini adalah eksperimen dengan rancangan faktorial 2 x 2. Populasi berjumlah 56 siswa dari SDN 132413 dan SDN 132404 Tanjung Balai. Sampel berjumlah 32 siswa terdiri dari 4 kelompok, setiap kelompok ada 8 berdasarkan dari 27% atas dan bawah. Pengumpulan data menggunakan *pretest* dan *posttest*. Instrumen dalam penelitian ini adalah angket. Teknik analisis data yang digunakan analisis varian (ANAVA) dua jalur pada taraf signifikansi $\alpha = 0,05$. Hasil penelitian ini menunjukkan bahwa: (1) ada perbedaan pengaruh yang signifikan model pembelajaran *Team Games Tournament* dan *Teaching Games for Understanding* terhadap hasil belajar permainan *rounders*; (2) ada interaksi antara model pembelajaran dan minat terhadap hasil belajar permainan *rounders* pada siswa sekolah dasar; (3) Model *Team Games Tournament* lebih baik dibandingkan model *Teaching Games for Understanding* pada hasil belajar permainan *rounders* kelompok siswa dengan minat tinggi; (4) tidak terdapat perbedaan pengaruh antara model pembelajaran *Teaching Games for Understanding* dan *Team Games Tournament* terhadap hasil belajar permainan *rounders* pada kelompok siswa dengan minat rendah.

Kata Kunci: Hasil Belajar, Minat, Permainan Rounders, *Teaching Games for Understanding*, *Team Games Tournament*.



ABSTRACT

WASIS NUGROHO. The Influence of Learning Models and Learning Interests on Elementary School Students' Rounders Game Learning Outcomes. Thesis. Medan: Master of Sports Program, Faculty of Sports Sciences, Unimed, September 2024.

This research aims to determine: (1) the difference in the influence of the team games tournament learning model and teaching games for understanding on the learning outcomes of the rounders game, (2) the difference in the influence of high interest and low interest on the learning outcomes of the rounders game; and (3) the interaction between the learning model and interest in the learning outcomes of the rounders game in elementary school students. This research method is an experiment with a 2 x 2 factorial design. The population is 56 students from SDN 132413 and SDN 132404 Tanjung Balai. The sample consisted of 32 students consisting of 4 groups, there were 8 in each group based on the top and bottom 27%. Data collection uses pretest and posttest. The instrument in this research is a questionnaire. The data analysis technique used was analysis of variance (two-way ANAVA) at a significance level of $\alpha = 0.05$. The results of this research show that: (1) there is a significant difference in the influence of the Team Games Tournament and Teaching Games for Understanding learning models on the learning outcomes of the rounders game; (2) there is an interaction between the learning model and interest in the learning outcomes of the rounders game in elementary school students; (3) The Team Games Tournament model is better than the Teaching Games for Understanding model on the learning outcomes of the rounders game for groups of students with high interest; (4) there is no difference in the influence between the Teaching Games for Understanding and Team Games Tournament learning models on learning outcomes for the rounders game in groups of students with low interest.

Keywords: Learning Outcomes, Interests, Rounders Games, Teaching Games for Understanding, Team Games Tournaments.

