

Development of Volleyball Service Learning Model for Seventh Grade Students

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Abstract- The purpose of this study was to produce a volleyball game service model in accordance with the characteristics of female of class VII. find out the validity of the book Learning to model variations of the game of volleyball service down, knowing the effectiveness of book learning to model variations of the game of volleyball servicing under the knowing response product receivable textbook by teachers and experts for the target model of learning the game of volleyball under services. This research was conducted in schools or teachers with total sample 75 students. The process of research and development model of the earliest known learning volleyball services below, includes ten steps, namely: Research and information collecting, Planning Development of the preliminary from of product, Preliminary field testing, Main product revision, Main field testing, operational product revision, operational field testing, final product revision, dissemination and implementation. Test model aims to find out whether the model developed is worthy or not used. Test model also saw the extent to which a product is made can achieve goals and objectives. models that meet two criteria, namely: (1) instructional criteria (instructional criteria); and (2) the representation criteria (presentation criteria). Tests performed three times, namely: (1) test experts; (2) a limited test of a small group as a user model; (3) field test for large groups (field testing).

Keywords: *volleyball service, physical education, curriculum*

I. INTRODUCTION

In the process of teaching and learning, the teacher has a duty to encourage, guide, and provide learning facilities for students to achieve objectives (slameto, 2010:97). According to Rusli Lutan (2000:1) physical education it is a vehicle for educating children. Experts agree, that physical education is a "tool" to nurture the child in order to be later able to make the best decisions about physical activity is done and live a healthy life patterns. According to Abdul Kadir Ateng (1992:4) physical education is an educational effort by use of the large muscle activity until the process of education that takes place is not hampered by health problems and the growth of the body. As an integral part of the overall educational process, physical education is an effort that aims to develop

the area of organic, neuromuscular, intellectually and socially. Physical education contains a great potential to contribute to the growth and development of the child thoroughly when that goal is reached. The results of the study is the occurrence of a change of behavior in students who observed and measured in the form of change, knowledge, attitude, skill (hamalik, 1990:189). With the results of the study, the teacher can see and know the level of progress achieved after a student learning activities, as revealed dimyanti and mudjiono (2006:200) "the main goal of the study is to know the level of the success achieved by the students after following an activity of learning". Motion (motor) as a generic term for various forms of human motion behaviors, while the psychomotor domain used on special about human development that includes the human motion. So, the motion (motor) space wider in scope than the psychomotor (Amung Ma'mun, 2000:20). According to Amung Ma'mun (2000:3) study is the study of the motion of involvement in acquiring and perfecting motion skills (motor skills). Motion skills are highly associated with the practice and experience of the individual concerned. The service is first touch with the ball. In its development the service becomes a powerful weapon to attack. So the basic techniques of services should not be ignored. Then the services performed or its utilization are grouped on the skills of players. But the goal is the first assaults as, so this skill requires physical condition (Nuril Ahmadi, 2007:34).

II. RESEARCH METHODS

This research is Research Development that aims to produce a product in the form of a learning model a volleyball game through servicing under The purpose of this research is to resolve the problems occurred in the development of models of learning the game of volleyball under the services for the students classes VII JUNIOR HIGH SCHOOL daughter N 8 MEDAN. This research was carried out At junior high school 8 Country terrain. Steps-steps research development Model research development of Research & development (R&D) of the Borg and the Gall consists of 10 steps as follows: Source: Borg and Gall (2014).

1. Research and information collecting, are included in this step include the study of the literature relating to the matter is examined, the measurement needs, research on a small scale, and preparations to formulate a research framework;
2. Planning, including in this step to formulate skills and expertise related to the problem, determine the objectives to be accomplished at each stage, and if possible/necessary carry out feasibility studies to a limited extent;
3. Develop a preliminary form of product, i.e. developing forms the beginning of the resulting product will be included in this step is the preparation of the supporting components, setting up guidelines and user guide, and conduct evaluation of feasibility supporting tools;
4. Preliminary field testing, i.e. the initial field tests do in limited scale involving the subject as much as 6-12 the subject. In this step the collection and analysis of data can be done by way of interviews, observation or question form;
5. Main product revision, namely make improvements against the initial products produced on the basis of the results of the initial test. This fix is very likely to be done more than once, according to the results of the ditunjukin in a limited trial, thus obtained a draft of the main product (model) that is ready in the broader trial;
6. Main field testing, a major trial involving the entire student;
7. Operational product revision, namely make improvements/refinements against trial results more widely, so that product design has developed operational models that are ready to be validated;
8. Operational field testing, i.e., testing a validation step towards operational models that have been produced;
9. Final product revision, i.e., make improvements of late against the model developed in order to produce the final product (final);
10. Dissemination and implementtion, i.e. step disseminating the product/model developed to the audience/public, especially in the arena of education. Principal steps in this phase are communicating and disseminating the findings/models, both in the form of a seminar on the research results, publication of journals, as well as exposure to skake holders associated with research findings.

A. The planning and preparation of Models

Given the limited time and the cost of belonging to a researcher, outline the measures of research and development that have been put forward earlier, simplified as needed research, into seven stages, with steps the draft explanation explanation has been modified and aligned with the terms and conditions of the actual research, Model Development with Flow Charts. The source. Borg and Gall in Sugiyono (2014).

1) Data

The research development of the game of volleyball under the service for students the daughter doing preliminary needs analysis and suggestions of a journal physical education sport health and recreations by Dewi Rosianah, Hermawan Pamot, R Viera Kesepian Setiawan (2013), stating that the need for a further development, so that learning the game of volleyball can be used more effectively. Later seen from the graphic implementation of the game of volleyball in junior high, there are several Field 8 Country schools ever implement a game of volleyball at the time of the lesson PJOK. The results of observation and interviewing the real conclude penjas teacher information that is in the JUNIOR State 8. Field obtained results are still far from the expectations and less in accordance with stage of growth of student daughter and still less effective students in playing volleyball on learning penjas, khususny ...

2) Product Design

Peniliti makes product design service volleyball game under the modified as a game that is not monotonous and of interest to users and as a reference for teachers in learning PJOK.

3) Validation

Before learning products developed tested to the subject, the products made are evaluated (validation) advance by one expert penjas and two learning experts with qualifications. The variables evaluated by experts include facilities and equipment, the number of players, a player's equipment, the size of the field, the height of the net, the way the game, how to print the numbers. To gather data from experts is carried out by way of providing an early draft of the model with the evaluation sheet with accompanying penjas and expert instruction. The results of the expert assessment and advice in the form of product that has been made, was used as a basic reference for product development.

4) Small group trial

At this stage the revised product from the results of the evaluation of the expert then tested cobakan to students of Class VII JUNIOR HIGH SCHOOL Daughter of the country's 8. In this small group of trials using the subject as the daughter of 15 students, and uci student daughter field Class VII with a total of 75 subject. First of all the students are given an explanation of game rules services under a volleyball tryout then did games services under volleyball. When you are finished doing the tests students fill out questionnaires about the game that has been done. The purpose of this small group of tests is to know the initial response from products that have been developed.

5) Revision

After doing a test run of the next small group of researchers doing revision products along with expert field of instructional design and learning PJOK media PJOK.

Validation by expert field of learning PJOK. Revision sheet experts can be seen on the evaluation sheet attachment experts.

6) *Large group test*

No	Factor	Indicator	Total
1	Psychomotor	Students practice the movement ability in playing volleyball Perminan model	10
2	cognitive	The ability of the students in understanding the regulations and pengetahuan students towards learning the game of volleyball service	10
3	affective	Showing the attitude of playing volleyball, sportifitas attitude, teamwork, honesty appreciated each other.	10

The subject of the trial is the target product, namely the students of JUNIOR HIGH SCHOOL Class VII. School students used for testing is the SMP Negeri 8 Medan. For a small group of test subjects who use Class VII's daughter 6 students with a total of 15 students, while subject to field trials of Class VII Class VII 10, 9, 8, Class VII Class VII 7 subject to the number of 75 students.

7) *Revision*

After doing a test run of the next major group of researchers doing revision products along with expert field of instructional design and learning PJOK media PJOK. Validation by expert field of learning PJOK.

B. Data Type

The type of data in this research i.e. qualitative and quantitative data. Qualitative data are obtained from the results of the oral interview as well as the writings of experts penjas and penjas learning specialist JUNIOR as a basis for revision of the product. Whereas the quantitative data obtained from a questionnaire students.

C. Data Collection Instruments

Research instrument is a device or facility used by researchers in collecting data in order to make his work easier and the result is better, in the sense of more carefully, complete and systematic so that more easily processed (Suharsimi Arikunto,2010:190). The instruments used in the development of products using question form and questionnaire. Question form used to capture information systematically from the expert penjas and expert instruction. While the questionnaire used to find out the eligibility rate of products. Reason for choosing a questionnaire is the number of the subject of relative plenty.

Indicators questionnaire for the students Classes VII

The techniques of analysis of Data analysis techniques used is the percentage of the subject matter of the judgment to analyze and assess the level of developers in the feasibility, quality and product development of products against receivable. As for

the formula used in the pelenitian this is the percentage of index:

$$\% = \frac{n}{N} \times 100 \% \tag{1}$$

Description:
%: percentage of
n: value derived
N: number of values (Muhammad Ali, 1987:184)

TABLE I. PERCENTAGE CLASSIFICATION

Percentage	Clarification	Mean
0-20%	Not good	Discarded
20,1-40%	Not good	Repaired
40,1-70%	Pretty good	used (conditional)
70,1-90%	Good	Used
90,1-100%	Very good	Used

(Source Guilford in Faqih, 1996:57)

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