

Development of Game-Based Under Volley Vocational Learning Variation on Medan Middle School Students in 2019

Siti Halimah Saadiah Tanjung
Sports Education
State University of Medan
Medan, Indonesia
sitihalimahsaadiah@gmail.com

Abstract—In general, the purpose of development research is to produce new products or improve old products. Later the product will be used in learning activities to add insight and make it easier for teachers to deliver each learning material. Related to the explanation above, the researchers conducted a preliminary study or needs analysis conducted in April 2018 where researchers conducted observations on Physical Education teachers in the form of a questionnaire with 6 Physical Education teachers. From the results of the analysis of the level of needs it can be seen that 1) Physical Education Teachers who have been teaching for 90%, 2) learning teachers with monotony as much as 82%, 3) teachers understand game modifications as much as 100%, 4) teachers who have not updated various things modifications as much as 100%, 5) teachers who have difficulty in teaching games to students 63%, 6) teachers who understand penjas as much as 100%, 7) Interest in game products in volleyball based material modifications as much as 100%. From these data it can be concluded that there needs to be a game modification in a volleyball passing learning which will later be able to be used as a solution to improve the knowledge and skills of volleyball passing in SMP Medan. Characteristics of the developed model are the development of game-based volleyball passing variation development. The learning model developed will be adjusted with the aim of increasing the ability of students to practice various kinds of large ball games especially volleyball games. In this connection, the model to be prepared is a modification and creativity in the form of a simple game.

Keywords: *development, lower passing, volleyball*

I. INTRODUCTION

This Research and development of the Gall & Borg model can be used to develop new and procedural products. Developed on the basis of several stages that are systematically tested in the field, evaluated and refined, so that the objectives of the Gall & Borg development research meet the specified and agreed criteria such as effectiveness, quality or standards in research[1].

According to some experts, what research and development is about. Research and development according to Borg & Gall is a process used to develop and validate educational products.

According Winarno "research is essentially a scientific activity to obtain true knowledge about a particular problem, which is carried out by following the steps of the research." [2] Knowledge obtained from the results of research can be in the form of facts, concepts, and theories enable humans to be able to understand and solve the problems at hand. Another opinion according to Sugiyono "Research and development (R&D) methods are research methods used to produce new product designs, test the effectiveness of existing products, and develop and create new products." [3]

Volleyball game created by William G. Morgan in 1895. He is a physical education coach at the organization "Young Man Christian Association" (YMCA) in the city of Massachusetts, United States. At first the game of ball validity was named "mintonette" where the game was almost the same as the game of badminton. The number of players is unlimited, according to the original purpose, which is to develop the physical fitness of the workers in addition to general gymnastics.

In this game it was changed to Volleyball which more or less volleyed the ball alternately. In 1922 the YMCA succeeded in holding a volleyball national championship in the United States of America. The first volleyball match was in 1947 in Poland. In 1948 IVBF (International Volley Ball Federation) was founded with 15 members and based in Paris.

In World War II the game spread throughout the world especially in Europe and Asia. After World War II the achievements and popularity of volleyball in the United States declined, whereas in other countries especially Eastern Europe and Asia developed very fast and mass.

Indonesia has known volleyball since 1928, the Dutch colonial era. Volleyball games in Indonesia are developing very rapidly throughout all levels of society, resulting in clubs in big cities throughout Indonesia. Volleyball matches were officially entered in PON II in Jakarta in 1951 and PON III in Medan in 1953. Then on January 22, 1955 the former held a meeting to establish the Volleyball Organization Parent Organization at Jakarta's Ikada Stadium. Then since January

22, 1955 officially became the birthday of the Indonesian Volleyball Association [4].

One of the basic techniques of volleyball is passing. Passing is the most effective method to defend and build attacks in winning matches. According to Barbara L.Viera, states one form of technique that must be learned by volleyball players is passing [5]. Passing is often used to direct the ball to a teammate. It is very important for the athlete to be able to reduce the power of the hard-hit ball and direct the ball to the tosser in order to pass or pass the ball. Passing must be done well if the team wants to be successful; this technique is the starting point of an attack. If the ball is poorly passed, the feeder will have difficulty placing a good ball for the attackers.

According to Nuril Ahmad Passing is the effort of a player by using a certain technique to pass the ball that he plays to his teammate to be played on his own field [4]. According to Dieter Beutelstahl. The dig or also known as Passing is the reception of the ball in a digging style, Dig like this is the only way to receive services that are very difficult, because that service reception must be able to compensate for these services.

Variation according to Hasibuan is a skill that must be mastered by teachers in learning, to overcome the boredom of students, so that they are always enthusiastic, persistent, and full of participation. Variations in learning are changes in the process of activities aimed at increasing students' learning motivation, as well as reducing boredom and boredom [6].

"Variation is the teacher's activity in recognizing the context of teaching and learning interactions aimed at overcoming student boredom so that, the teaching and learning situation, students always show perseverance, antusiaism, and full participation". [7]

Variation is as a process of change in teaching that involves three components, namely the style of teaching that is personal, uses media and instructional materials, and patterns of the level of interaction of teachers with students".[8]

Hasibuan et al conclude that in making variations in the learning process can be interpreted as a process of changing the teacher's teaching style that is personal, the use of media, and instructional materials, as well as patterns of teacher interaction with students in learning. This variation is intended to eliminate boredom and boredom towards students during the teaching and learning process with the intention that students can be motivated and participate in learning activities [6].

The learning model is actually a tool to help teachers make their teaching systematic and efficient, so that learning objectives will be achieved in three domains: The cognitive domain is the domain of learning that focuses on the intellectual knowledge and expertise gained by students in the learning and teaching process. The psychomotor domain is focused on carrying out motor activities to a certain degree of accuracy, fluency, speed, or strength. As it has been stated that one of the basic techniques of volleyball is passing down. In today's volleyball game the basic technique of under-passing is the most important basis in volleyball games, because of its position is so important that the players try to be able to do the basic techniques of under-passing well.

The problem that occurs in learning is the low level of ability of education personnel to provide an innovation for the implementation of learning, especially this occurs for educators who are not competent in their fields, resulting in imbalance in the expected educational goals. Because teaching is complex and because students vary, there is no single program for effective teaching for all things. The teacher must master a variety of perspectives and strategies, and methods and must be able to apply them flexibly. This requires two main things namely, professional knowledge and expertise and commitment and motivation.[9]

II. METHOD

Theoretically the result of development research is to produce new products or improve old products. Later the product will be used in learning activities to add insight and make it easier for teachers to deliver each learning material. Research on the development of volleyball passing game learning model based on junior high school

The final goal of this development research is to produce a product in the form of a volleyball passing technique based on variations of the game can be used by teachers in the physical education, sports and health learning process especially in volleyball learning material in junior high schools. The various forms of volleyball learning game are expected to help students in learning and mastering the movement of volleyball playing techniques well and are used by junior high school level physical education teachers.

III. RESULTS

Before Based on the results of the analysis of volleyball expert evaluation, physical education expert, physical education teacher expert, it is known that the total score of respondent respondents (X) is 219 the total overall score (Xi) is 252 so the percentage is 87% and the criteria are determined and it can be said that Give examples of movements so that they are easy to understand fulfill VALID criteria (80% - 100%) so that they can be used in the research process.

Based on the results of the analysis of volleyball expert evaluation, physical education experts, physical education teacher experts note the total number of respondents' scores (X) is 235 the total overall score (Xi) is 252 so the percentage is 93% and the criteria are determined and it can be said that Providing examples of movements so that they are easy to understand meet the VALID criteria (80% - 100%) so they can be used in the research process.

IV. DISCUSSION

The product developed aims to help improve the achievement of physical education learning goals, especially the material passing down in volleyball for junior high school students. This model is made based on the level of needs of the child in motion activities, psychologically the children of junior high school age 12-13 years are more happy with play activities, so in this model the application is carried out with the principle of play.

The results of the second phase of the trial use of this model turned out to produce 68% of the expected target, meaning that this model has been effective to meet the needs of underpassing learning for junior high school students. Subjects taken in the study were schools that did not yet have adequate sports infrastructure. This gives a view that when this model is implemented in schools that have complete sports facilities and infrastructure, then the implementation will be better and more perfect.

This product after reviewing some of the weaknesses that need improvement according to the above, it can be conveyed some of the advantages of this product include:

1) Students are more active in following the learning process while playing.

2) The student's motion is fixed on the multilateral concept, especially in some games such as creating new movements and putting the ball into the hoop.

3) Although it requires more facilities than conventional learning, the concept of "playing while learning" can be applied. This is certainly in accordance with the characteristics of students aged 12-14 years.

4) Students look happy and enthusiastic

5) The game is done from easy to difficult

6) High level of competition that makes students more excited.

V. CONCLUSIONS

Based on the data obtained, from the results of field trials and discussion of research results, it can be concluded that:

1) That the passing learning model with games for physical education students can learn effectively and efficiently.

2) That the learning model that the researcher has developed, students are more motivated and active in following the learning process.

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