

Development of the Snake Game Model for Basic Movement Skills in SD Medan Struggle Students

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Abstract—In general, the purpose of this research is a development research that aims to produce a product in the form of a game model of ladder snakes that is modified game rules. This research is to produce a new book which will be developed for elementary students. The subjects in this study were Medan Perjuangan elementary school students. Initial research or needs level analysis was carried out in March 2018 where researchers conducted a survey of Physical Education teachers in the form of a questionnaire with 11 Physical Education teachers. From the results of the analysis of the level of needs it can be seen that 1) They have long taught as Physical Education teachers as much as 90%, 2) teachers give form of play in basic motion as much as 82%, 3) teachers understand basic motion as much as 100%, 4) teachers who have not never seen a game in the form of basic motion as much as 100%, 5) teachers who had difficulty in teaching basic motion to students 63%, 6) teachers who understood Physical Education as much as 100%, 7) Interest in game products in basic motion material as much as 100%. The characteristics of the model developed are snakes and ladders game learning models for the development of basic movement skills in fifth grade elementary school students. The learning model developed will be adjusted with the aim to improve students' abilities in practicing various kinds of ladder snake games. In connection with that, the model to be compiled is creativity in the form of a simple game.

Keywords: *development, basic motion, snakes and ladders*

I. INTRODUCTION

Basically research is an activity or a systematic process to solve problems carried out in the application of scientific methods. Research can be divided into several forms, namely basic research, applied, evaluation, and development. In the division of research based on the function and its application in education and how long the results can be used, namely research and development.

Development research (development research) finds patterns, sequences of growth, change and especially has the intention to develop teaching materials for schools. The development of teaching materials is textbooks, teaching aids, learning modules and so on, development research is research that is not used to test theory, but what is produced in the field is then revised until the results are satisfactory.

The research begins with the problem first, then researches it by collecting factual data that is managed and analyzed and supported by recognized conceptual studies.

[1] explains that "development research is research that seeks to develop certain products according to the needs of today's society". Today's research must follow the development and needs of the community.

"Snakes and ladders game is a traditional game that is usually played by children, there is no clear source since when the permissions of ladder snakes were found. the concept of a snake and ladder game is a game played by 2 or more children by throwing a dice consisting of several boxes in which there is a picture, in the game there is a picture of a snake and a ladder if there is a game to get a ladder means to go up according to the ladder and if you get a snake the participant must go down according to the snake's path, the participant is declared to win if he gets to finish first".

The design of the snake ladder learning model for elementary school students by modifying facilities and infrastructure as well as the rules of the game is one form of effort so that students can participate in learning activities with pleasure and can provide innovation for Physical Education teachers to be able to teach snakes and ladders as outdoor or indoor activity games. This game is made with the aim that students are able to understand and be able to practice the snake ladder game material. With this snake and ladder game, it is expected that indoor and outdoor games will be more varied and interesting without worrying about weather constraints such as rain and strong winds.

Physical fitness of students is very important to be considered well, for the realization of the success of education in students[2]. When a student's physical fitness is in good category, it will have a positive impact on the daily learning that the students are going through. More active, focused and ready to receive learning in school in any material every day and without experiencing significant exhaustion.

The Development of Snakes and Ladders Game Models for the Development of Basic Motion Ability in Sd Grade V Students with models that are easier, interesting, fun, and not boring so that they can help students learn and improve locomotor, non-locomotor and manipulative movements of students.

In each product the teacher shows where he should position himself, so he can see and improve the snake ladder game product and can convey learning points and progress effectively, so students can take the best benefits from the product.

II. RESEARCH METHODS

This research is a developmental research that aims to produce a product in the form of a snake ladder game model that is modified game rules. specifically there are a number of objectives including:

1. Develop and apply the snakes and ladders game model to increase the interest of elementary school students.
2. Obtain empirical data about the effectiveness, efficiency and attractiveness of the development of the snake ladder game model in increasing the interest of elementary school students.

The final goal of this development research is to produce a traditional snake ladder game product to increase interest in elementary school children, so that it can help the teaching and learning process so that student learning can be more effective, efficient, and interesting [1], [3], [4].

III. RESULTS AND DISCUSSION

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.

The characteristics of the model developed are snakes and ladders game learning models for the development of basic

movement skills in fifth grade elementary school students. The learning model developed will be adjusted with the aim to improve students' abilities in practicing various kinds of ladder snake games. In connection with that, the model to be compiled is creativity in the form of a simple game.

The developed learning model will be packaged in a learning guidebook entitled the snake ladder learning model for the development of basic movement skills in fifth grade elementary school students. Subjects that use the snake ladder learning model guide book for the development of basic movement skills in fifth grade elementary school students are physical education, sports and health students and teachers [5][6][7]

IV. CONCLUSION

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

1. That the snakes and ladders game model to increase the interest of elementary school students can learn effectively and efficiently.
2. That the snake and ladder game model is used to increase the interest of elementary school students who are more motivated and active in following the learning process.

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