

## ABSTRAK

Devit Tugianto. K4611028. **PENERAPAN MODIFIKASI SARANA PEMBELAJARAN UNTUK MENINGKATKAN HASIL BELAJAR PERMAINAN SOFTBALL PADA PESERTA DIDIK KELAS XI IPS 2 SMA NEGERI 1 PETANAHAN KEBUMEN TAHUN AJARAN 2017/2018.** Skripsi, Fakultas Keguruan dan Ilmu Pendidikan Universitas Sebelas Maret Surakarta, Mei 2018.

Penelitian ini bertujuan meningkatkan hasil belajar *Permainan softball* pada peserta didik kelas XI IPS 2 SMA N 1 Petanahan tahun ajaran 2017/2018 dengan penggunaan modifikasi sarana pembelajaran.

Penelitian ini merupakan penelitian tindakan kelas (PTK). Penelitian ini dilaksanakan dalam dua siklus, dengan tiap siklus terdiri atas perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian adalah peserta didik kelas XI IPS 2 SMA N 1 Petanahan yang berjumlah 28 peserta didik. Sumber data dalam penelitian ini berasal dari guru dan peserta didik. Teknik pengumpulan data adalah dengan observasi dan penilaian hasil belajar permainan *softball*. Analisis data menggunakan teknik deskriptif yang didasarkan pada analisis kualitatif dengan prosentase.

Hasil analisis data penelitian dapat disajikan sebagai berikut mulai dari pra tindakan ke siklus I dan dari siklus I ke siklus II. Pada pra tindakan, peserta didik yang lulus dan mencapai KKM sebanyak 15 peserta didik (53,57%) sedangkan yang belum lulus dan nilai belum mencapai KKM sebanyak 13 peserta didik (46,43%). Pada pra siklus masih banyak peserta Peserta didik belum dapat mempraktikkan gerakan keseluruhan teknik dasar permainan *softbal* (melempar, menangkap, dan memukul), walaupun peneliti dan guru sudah memberikan penjelasan terkait materi pembelajaran permainan softball namun sebagian peserta didik sulit memahami sehingga kurang mengerti karena permainan softball bagi mereka tergolong hal baru, dan selain itu peserta didik kurang konsentrasi pada saat pembelajaran berlangsung, beberapa peserta didik juga kurang aktif bertanya saat pembelajaran *softball* berlangsung sehingga kurang tahu kesalahan kesalahan mereka, serta masih banyak pula peserta didik yang kurang sungguh-sungguh dalam melakukan teknik dasar permainan *softball* tersebut.. Pada siklus I, peserta didik yang lulus dan mencapai KKM sebanyak 20 peserta didik (71,42%) sedangkan yang belum lulus dan nilai belum mencapai KKM sebanyak 8 peserta didik (28,58%). Pada Siklus I ini masih belum mencapai target ketuntasan yang diinginkan yaitu 80% dikarenakan masih ada beberapa peserta didik yang kurang bersungguh-sungguh, disamping itu juga masih ada peserta didik yang sering lupa walaupun peneliti dan guru sudah memberikan penjelasan ber4ulang kali. Pada siklus II, peserta didik yang lulus dan mencapai KKM sebanyak 24 peserta didik (85,71%) sedangkan yang belum lulus dan nilai belum mencapai KKM sebanyak 4 peserta didik (14,29%). Setelah siklus II berjalan capaian target sudah terpenuhi ( target capaian 80 sedangkan capaian pada siklus II 85,71%), namun masih ada 4 siswa yang belum memenuhi syarat kelulusan pembelajaran *softball* dikarenakan Masih ada sebagian kecil peserta didik yang masih kurang maksimal dalam melakukan gerakan melempar,menangkap dan memukul bola dalam permainan *softball*.

Simpulan dari penelitian ini adalah penggunaan modifikasi sarana pembelajaran dapat meningkatkan hasil belajar *permainan softball* pada peserta didik kelas XI IPS 2 SMA N 1 Petanahan tahun ajaran 2017/2018.

**Kata kunci : hasil belajar, permainan softball, softball, modifikasi sarana pembelajaran**

## **ABSTRACT**

Devit Tugianto. K4611028. **APPLICATION OF MODIFICATION OF LEARNING FACILITIES TO INCREASE SOFTBALL GAME LEARNING RESULTS IN THE XI IPS 2 CLASS SMA NEGERI 1 PETANAHAN STATE OF ACADEMIC YEAR 2017/2018.** Skripsi, Faculty of Teacher Training and Education University Sebelas Maret Surakarta, May 2018.

*This study aims to improve the learning outcomes of softball game in the students of class XI IPS 2 SMA N 1 Petanahan academic year 2017/2018 through the use of modification of learning facilities.*

*This research is a classroom action research (PTK). This study was conducted in two cycles, with each cycle consisting of planning, action implementation, observation, and reflection. The subjects of the study were students of class XI IPS 2 SMA N 1 Petanahan which amounted to 28 students. Sources of data in this study comes from teachers and learners. Data collection techniques is by observation and assessment of softball game learning outcomes. Data analysis using descriptive technique based on qualitative analysis with percentage.*

*The results of data analysis research can be presented as follows from the pre-action to cycle I and from cycle I to cycle II. In pre-action, students who graduated and reached KKM were 15 students (53.57%) while those who had not graduated and the score had not reached KKM as many as 13 students (46.43%). In the pre cycle there are still many participants Learners have not been able to practice the overall movement of the basic techniques of softball (throwing, catching and hitting), although researchers and teachers have explained about softball game learning materials but some learners have difficulty understanding so less understood because softball game for them is quite new, and besides learners less concentration at the time of learning progress, some learners also less actively ask when softball lesson so that less to learn mistake of their mistake, and there are still many lesser learners really in doing technique the basic softball game .. In the first cycle, students who graduated and reached the KKM as many as 20 students (71.42%) while those who have not passed and the value has not reached KKM as many as 8 students (28.58%). In Cycle I this is still not reached the desired target completeness is 80% because there are still some students who are less serious, besides that there are still learners who often forget even though researchers and teachers have given explanations berulang times. In cycle II, students who graduated and reached KKM as many as 24 students (85,71%) while who have not passed and the value has not reached KKM as many as 4 student (14,29%). After the second cycle, the achievement of the target has been fulfilled (achievement target of 80 while the achievement in cycle II 85,71%), but there are still 4 students who have not fulfilled the softball study softball requirement because there is still a small number of learners who are still less than maximal in doing throwing motion , catch and hit the ball in a softball game.*

*The conclusion of this research is the use of modification of learning facilities can improve the learning result of softball game in the students of class XI IPS 2 SMA N 1 Petanahan academic year 2017/2018*

**Keywords:** learning result, softball game, softball, learning modification