

ABSTRAK

Junaidi, M. Melatih Kemampuan Motorik Siswa Melalui Pengembangan Permainan Menembak Kelas IV SD. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja. Pembimbing: (1) Tita Tanjung Sari, S.Pd.,M.Pd, (2) Nisfil Maghfiroh Meita, S.Pd.,M.Pd.

Rendahnya kemampuan motorik siswa dan kurangnya media pembelajaran di sekolah sehingga dilakukan penelitian ini. Penelitian ini bertujuan untuk menghasilkan produk permainan menembak yang didesain menjadi produk dengan memasukkan 3 aspek kognitif, afektif, dan psikomotor dengan konsep tematik *tipe shared* materi pokok gaya dan seni tiga dimensi dari alam. Jenis penelitian yang digunakan yaitu pengembangan (*Research and Development*) dengan menggunakan model penelitian menurut Thiagarajan (dalam Sugiono, 2014) yang meliputi *Define, Design, Development*, dan *Dissemination* namun karena keterbatasan waktu, biaya serta adanya pandemi covid-19 sehingga hanya dilakukan 3 tahapan saja yang meliputi *Define, Design, dan Development*. Instrumen pengumpulan data yang digunakan lembar wawancara siswa, lembar validasi produk, lembar observasi uji coba, lembar keterlaksanaan permainan, lembar keterlaksanaan cara membuat, petunjuk permainan, lembar angket respon siswa. Pada validasi produk terdiri dari validasi desain, isi, dan penggunaan, ketiganya memperoleh persentase 100%. Tahap uji coba produk dilakukan hanya 4 siswa saja yaitu kelas 4 di desa Patean Kecamatan Batuan Kabupaten Sumenep hal ini dikarenakan adanya pandemi covid-19. Hasil dari kuesioner respon siswa mendapatkan persentase 95% dengan kriteria sangat baik. Jadi pengembangan permainan menembak untuk melatih kemampuan motorik siswa layak digunakan sebagai media dalam pembelajaran.

Kata kunci permainan menembak, pengembangan. (*Research and Development*)

ABSTRACT

Junaidi, M. Training Students' Motor Skills through the Development of Shooting Games for Class IV SD. Thesis, Primary School Teacher Education Study Program, Teacher Training and Education Faculty, Wiraraja University. Advisors: (1) Tita Tanjung Sari, S.Pd., M.Pd, (2) Nisfil Maghfiroh Meita, S.Pd., M.Pd.

The low motor skills of students and the lack of learning media in schools so this research was carried out. This study aims to produce a shooting game product that is designed to be a product by including 3 aspects of cognitive, affective, and psychomotor with a thematic concept type shared, the subject matter of style and three-dimensional art. natural. The type of research used is development (Research and Development) by using a research model according to Thiagarajan (in Sugiono, 2014) which includes Define, Design, Development, and Dissemination, but due to limited time, cost and the covid-19 pandemic so it is only done. 3 stages which include Define, Design, and Development. The data collection instruments used were student interview sheets, product validation sheets, trial observation sheets, game implementation sheets, how to make implementation sheets, game instructions, student response questionnaires. In product validation, it consists of design validation, content, and use, the three of them get a percentage of 100%. The product trial stage was carried out by only 4 students, namely grade 4 in the Patean village, Batu sub-district, Sumenep district, this was due to the Covid-19 pandemic. The results of the student response questionnaire get a percentage of 95% with very good criteria. So the development of shooting games to train students' motor skills deserves to be used as a medium in learning.

Keyword shooting game, development. (Research and Development)