



THE EFFECT OF LEARNING MODEL, LEARNING MEDIA AND SCHOOL STATUS TOWARD LEARNING OUTCOME OF BASKETBALL GAME

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Abstract

The study aims to investigate the different effects of learning model, learning media and school status toward learning outcome of basketball game as well as the interaction between the observed variables. The study employed experimental method using factorial design 2x2x2. The population was 280 students with 96 male and female students as the sample. The data was analyzed using ANOVA and Turkey test $\alpha : 0,05$. The results are: 1) Hypothesis 1 F count = 4,321 > F table 3,94 (2) Hypothesis 2, F count 7,909 > F table 3,94 (3) F count 17, > F table 3,94 (4) F count 4,321 > F table 3,94 (5) F count > F table (6) F count 1,122 < F table 3,94 (7) F count 4,321 > F table 3,94

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INTRODUCTION

The improvement of perfect physical strength is a basic foundation for the development and growth of a nation. The idea is in accordance to UU no. 3, 2005 which states that educating the nation through sport development is part of the effort to improve the quality of Indonesian individuals. In achieving that quality, there is an inevitable urgency to improve Indonesian physical activities through physical education learning from primary school to higher education. Those programs should be well-guided and well-integrated.

The use of learning model implemented by subject teachers is the instrument or tool to conduct the learning activities according to their learning objectives. A learning which is conducted through traditional method usually faces a problem, especially in accomplishing the learning objectives. Teachers are highly expected to possess such creative initiatives in creating learning innovation by using various learning models and approaches.

The use of conventional learning model, or teacher-centered learning, needs to be reduced. The model is believed to limit the development of students' creativity. The wider opportunities given to the students to move or create movements in sport education, the more independent the students will be. Therefore, modification learning and individual assignment for students are breakthroughs that must be done by physical education teachers. Such implementations are needed to boost up students' independence, and eventually improve students' learning outcomes based on the learning objectives.

According to the findings, the process of physical education learning mostly appears to be a problem. Most teachers complain about the lack of coordination between other subject teachers with physical education teachers. There are teachers who still forbid their students to wear sport outfit in class. Therefore, learning process of physical education from the beginning until the end will be consumed by outfit changing process only.

Another finding shows that there are some physical education teachers who still implement conventional learning model or learning which does not accommodate their students' active engagement. Most physical education teachers also find difficulties to construct appropriate teaching instruments. Such phenomena can be observed by seeing the result of teachers certification training conducted in LPMP. They were assigned to make lesson plan and from 300 participants, 70% acknowledged that they faced difficulties to make it.

The use of learning and teaching models as well as media which allow students to actively move is one of the tips for physical education teachers to overcome the lack of learning infrastructures in order to achieve their learning objectives. The model and equipment modification which advocate students' physical movement is believed to enhance the expected learning outcome, especially in improving students' fitness. Hence, teachers are expected to design a proper learning model and choose appropriate media in teaching and learning process.

According to the above reasoning, the gap which occurred in the field need to be further investigated through this study. Therefore, the study will be conducted to know the effect of learning model, learning media and school status toward learning outcome of basketball game.

The Purpose of the Study

1. To know the effect of modification learning model and conventional learning model toward the learning outcome of basketball game.
2. To know the different effect between learning using variation model and simple model toward learning outcome of basketball game.
3. To know the different effect between RSBI and non-RSBI schools toward learning outcome of basketball game.

4. To know the interaction between learning model and learning media toward learning outcome improvement of basketball game.
5. To know the interaction between learning model and school status toward learning outcome improvement of basketball game.
6. To know the interaction between learning media and school status toward learning outcome improvement of basketball game.
7. To know the interaction between learning model, learning media, and school status toward learning outcome improvement of basketball game.

The Definition of Learning Outcome

Learning outcome refers to a change of behavior. The change, in a broad sense, includes the elements in the cognitive, affective, and psychomotor areas. The assessment of learning outcomes is a process of giving score to the learning outcomes of students based on particular criteria. Because of that, in learning outcomes assessment, the learning objectives must contain the outline of skill and behavior mastered by students. The process of learning undergone by teachers and student must be directed to achieve this learning objectives (Nana Sudjana,2011:3).

Learning outcome, according to Demiyati is the result between teaching and learning interaction. The final stage of teaching is shown by the process of evaluation. Students regard learning outcome as the top of learning process. One of the ways to measure the students' learning outcomes can be done by seeing the results of students' learning outcome themselves. The evidence of effort which is done in the learning activity and process can be seen from the measureable learning outcome through test (Demiyati, 2002:3)

The Nature of Basketball Game

Basketball is one of exciting sports. This sport contains some positive conditioning elements. Some of the elements in basketball are positive teamwork and aerobic. The features in basketball also include a high agility and speed as well as accuracy of throw. Basketball also

advocates complex movements and the combination of coordinated physical condition. Therefore, basketball game appears to be interesting through perfect movement. In this game, the perfect movement will allow students to create effective and efficient movement. This skill can be achieved by perpetual training and exercise (Muhadjir, 2005:32)

The Nature of Studying Sport Education

Pangraezi (1995:1) stated that physical education is part of education program which offers contribution through experience of movement toward holistic development and growth of students. Whereas, Arma Abdullah confirmed that fitness itself is related to the ability of body organs to do the daily jobs without creating significant tiredness, even still have the power and endurance to face a sudden emergency situation (Pangraezi,Robert. Dauer, P. Victor, Daynemic).

Physical education which is conducted at school is related to learning process. The learning process of physical education is also tightly correlated with behavior problem and class management. Sukinata (1997) stated that physical education is the process of interaction between students and environment systematically in establishing a complete individual. One of which is by paying attention to learning model and learning scheme which is lead based on the expected objectives.

The Nature of Learning Model

Besides by concerning to the theoretical rationale, purpose, and expected outcome, the learning model has five elements, namely: (1) syntax, which is the operational steps of learning, (2) social system, which is the situation and norms which are implemented in learning, (3) principles of reaction, which defines how a teacher should teach, (4) support system, which refers to all infrastructures, materials, equipments, or environment which support a learning process, and (5) instructional and nurturant effects of learning outcomes, which are gained according to the planned objectives both directly from the inside or the outside.

The learning model is a particular plan or pattern which is used as the guideline in designing a learning activity in class or tutorial session. Learning model refers to a learning approach that will be used, including the teaching objectives steps in learning activities, learning environment, and school management.

The Definition of Modification

Modification refers to a way of changing the less interesting things to be more interesting without eliminating its original function. Modification also refers to a process of presenting things better than its original form. Modification is one of efforts that can be done by teachers so the learning process can reflect the quality of the process itself. The essence of modification is to analyze and develop learning materials by designing the potential learning activities so this can help students to learn. This way is intended to lead, direct, and make students to study. Therefore, students can develop their knowledge and skills.

The Definition of Conventional Learning Model

Physical education learning is a way that is done by teachers in teaching process by using instruction and prioritizing repetition as the basis of gaining skills. In conventional teaching, a tough controlling is usually implemented based on material orders stated in the curriculum. The model asks students to do activities according to teachers' instructions therefore the situation will be monotonous and inflexible.

Conventional learning always emphasizes on the technique of sport movement so that the learning is the repetition from the set of physical movement existing in teaching, similar with the one stated on learning materials (Griffin, 2005:21-23).

The Definition of RSBI And Non-RSBI Schools

International-Based School (SBI) is a national school which prepares its students according to Indonesian National Standard of

Education (SNP). The school is expected to gain an international quality and the graduates can also have an international competitiveness. SBI implements national curriculum and other positive features which support the standard expected on RSBI or SBI.

UU chapter 35 No. 23, 2003 about national education system states that every region has national standard of education as the guideline of their educational development and controlling. The government regulation no. 19, 2005 verse II chapter 2 also states that national standard of education includes core standard, process, education officers graduates competence, infrastructures, management, funding, and education assessment.

RESEARCH METHOD

The study is an experimental study using factorial design 2x2x2. The population was 280 students with 96 male and female students as the sample. The samples were selected randomly. The research variables are: 1) independent variables: learning method and learning media, 2) attributive variable: school status, 3) dependent variable: learning outcome of basketball game. The data was analyzed using ANOVA in significance rate $\alpha : 0,05$ with trust rate 0,05.

RESULTS AND DISCUSSION

1. The learning outcome of basketball game taught by using modification learning model is better than by using conventional learning model.
2. The learning outcome of basketball game taught by using various media is better than by using simple learning media.
3. The students' learning outcome of basketball game in RSBI is better than non RSBI
4. There is an interaction between modification learning model with learning media for the learning outcome of basketball game.

5. There is an interaction between learning model with school status for the learning outcome of basketball game.
6. There is no interaction between learning media with school status for the learning outcome of basketball game.
7. There is an interaction between learning model, learning media, and school status for the learning outcome of basketball game.

SUMMARY

Based on the discussion above, there are some conclusions to point out:

- 1) There is a different effect on learning outcome of basketball game between modification learning model and conventional learning model. The learning outcome using modification learning model is better than the conventional model.
- 2) There is a different learning outcome of basketball game between learning using various media and simple media. The use of various media is better than simple media.
- 3) There is a different effect on learning outcome of basketball game between RSBI and non RSBI schools. RSBI School advocates students better than non RSBI School in terms of basketball learning outcome.
- 4) There is an interaction between learning model with learning media in learning outcome of basketball game.
- 5) There is an interaction between learning model with school status in learning outcome of basketball game.
- 6) There is an interaction between learning media with school status in learning outcome of basketball game.
- 7) There is an interaction between learning model, learning media, and school status in learning outcome of basketball game.

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