

**PENGEMBANGAN MEDIA PEMBELAJARAN BERORIENTASI TPACK MATERI  
LEMPAR LEMBING BERBASIS PERMAINAN UNTUK PESERTA DIDIK KELAS  
XI SMA/SMK**

**Oleh**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berorientasi TPACK materi Lempar Lembing berbasis permainan untuk peserta didik kelas XI SMA/SMK. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari tahapan *Analyze, Design, Development, Implementation, dan Evaluation*. Instrumen pada penelitian ini berupa lembar validasi produk dari ahli materi pembelajaran, ahli desain, dan praktisi PJOK, serta *Formative Class Evaluation/FCE*. Teknik analisis data menggunakan deskriptif kuantitatif-kualitatif. Pada tahapan pengembangan dilakukan perekaman video, perekaman audio narasi, proses editing, uji ahli isi 97% kategori sangat baik, ahli desain/media 95% kategori sangat baik dan praktisi PJOK 96% kategori sangat baik. Ditahap implementasi dilaksanakan uji perorangan dan uji kelompok kecil dengan skor 3,00 kategori sangat baik. Selanjutnya pada tahap evaluasi dapat dinyatakan bahwa produk media pembelajaran berupa video tutorial dan tugas gerak ini dapat digunakan dalam memfasilitasi peserta didik kelas XI SMA/SMK mempelajari materi lempar lembing.

Kata-Kata Kunci: Lempar Lembing, TPACK, ADDIE, Permainan

***DEVELOPMENT OF ORIENTED LEARNING MEDIA TPACK BASED  
JAVANE THROWING MATERIAL GAMES FOR STUDENTS CLASS XI  
SMA/SMK***

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***ABSTRACT***

*This research aims to develop TPACK-oriented learning media with game-based Javelin Throw material for class XI SMA/SMK students. This development research uses the ADDIE model which consists of the Analyze, Design, Development, Implementation and Evaluation stages. The instruments in this research are product validation sheets from learning material experts, design experts, and PJOK practitioners, as well as Formative Class Evaluation/FCE. The data analysis technique uses quantitative-qualitative descriptive. At the development stage, video recording, audio narration recording, editing process, content expert testing 97% in the very good category, design/media experts 95% in the very good category and PJOK practitioners 96% in the very good category. In the implementation stage, individual tests and small group tests were carried out with a score of 3.00 in the very good category. Furthermore, at the evaluation stage it can be stated that this learning media product in the form of video tutorials and movement tasks can be used to facilitate class XI SMA/SMK students learning the javelin throwing material.*

*Keywords: Javelin Throw, TPACK, ADDIE, Game*