

**PENGEMBANGAN MEDIA PEMBELAJARAN BERORIENTASI
TPACK MATERI LARI JARAK PENDEK BERBASIS
PERMAINAN UNTUK PESERTA DIDIK
KELAS VII SMP**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berorientasi TPACK materi Lari Jarak Pendek untuk peserta didik kelas VII SMP. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari tahap *Analyze, Design, Development, Implementation dan Evaluation*. Instrumen penelitian ini berupa lembar validasi produk dari ahli materi pembelajaran, ahli desain dan praktisi PJOK, serta *Formative Class Evaluation/FCE*. Teknik analisis data yang digunakan yaitu deskriptif-kuantitatif. Berdasarkan hasil analisis data instrumen ahli isi/materi terhadap video pembelajaran diperoleh bahwa pada uji ahli isi dengan skor 93% pada kategori sangat baik, hasil analisis data instrumen ahli desain/media terhadap video pembelajaran didapatkan skor 95% kategori sangat baik, sedangkan hasil analisis data instrumen praktisi PJOK mendapat skor 95% pada kategori sangat baik. Pada tahap implementasi dilaksanakan uji kelompok kecil dengan skor 2,97 dari skor maksimal 3,00 tergolong kedalam kategori sangat baik. Selanjutnya pada tahap evaluasi dapat dinyatakan bahwa produk media pembelajaran berupa video tutorial dan tugas gerak ini layak digunakan dan dapat memfasilitasi peserta didik kelas VII SMP mempelajari materi lari jarak pendek.

Kata-Kata Kunci: Lari Jarak Pendek, Permainan, TPACK, ADDIE

**DEVELOPMENT OF ORIENTED LEARNING MEDIA
TPACK BASED SHORT DISTANCE RUNNING MATERIAL
GAMES FOR STUDENTS
CLASS VII SMP**

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ABSTRACT

This research aims to develop TPACK Short Distance Running material-oriented learning media for class VII junior high school students. This development research uses the ADDIE model which consists of the Analysis, Design, Development, Implementation and Evaluation stages. The instrument for this research is a product validation sheet from learning material experts, design experts and PJOK practitioners, as well as Formative Class Evaluation/FCE. The data analysis technique used is descriptive-quantitative. Based on the results of content/material expert instrument data analysis on learning videos, it was found that in the content expert test with a score of 93% in the very good category, the results of data analysis of design/media expert instruments on learning videos obtained a score of 95% in the very good category, while the results of data analysis The PJOK practitioner instrument scored 95% in the very good category. At the implementation stage, a small group test was carried out with a score of 2.97 out of a maximum score of 3.00, which was included in the very good category. Furthermore, at the evaluation stage it can be stated that the learning media product in the form of video tutorials and movement tasks is suitable for use and can facilitate class VII middle school students learning short distance running material.

Keywords: Short Distance Running, Game, TPACK, ADDIE