

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF  
PENGARUH MODEL PEMBELAJARAN KOOPERATIF  
TIPE *STUDENTS TEAMS ACHIEVEMENT DIVISON* DAN  
*PROBLEM BASED LEARNING* BERBANTUAN  
APLIKASI *GOOGLE CLASSROOM* TERHADAP  
HASIL BELAJAR BOLA BASKET**

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**Abstrak**

Penelitian ini bertujuan untuk mengetahui perbedaan hasil belajar bola basket antara siswa yang mengikuti model pembelajaran kooperatif tipe STAD berbantuan aplikasi *google classroom* dengan model pembelajaran PBL berbantuan aplikasi *google classroom*. Penelitian ini merupakan trueexperiment dengan rancangan *The randomized pretest-posttest control group the same subject design*. Populasi penelitian seluruh kelas VII SMP Negeri 1 Negara, sampel berjumlah 72 siswa. Penetapan sampel dengan teknik *random sampling*. Pengumpulan data menggunakan nilai keterampilan teknik dasar bola basket (*dribbling, shooting, passing*). Data yang diperoleh dianalisis menggunakan uji ANAVA. Pada kelompok yang dibelajarkan dengan model pembelajaran kooperatif tipe STAD berbantuan aplikasi *google classroom* diperoleh nilai rata-rata 86,2 dengan standar deviasi 1,35. Sedangkan pada kelompok yang dibelajarkan dengan model pembelajaran PBL berbantuan aplikasi *google classroom* diperoleh nilai rata-rata 81,8 dengan standar deviasi 1,09. Angka signifikansi yang diperoleh melalui Uji t adalah 0,040. Berdasarkan hasil analisa data dan pembahasan, simpulan penelitian ini adalah bahwa penerapan model pembelajaran kooperatif tipe STAD berbantuan aplikasi *google classroom* lebih baik dari model pembelajaran PBL berbantuan aplikasi *google classroom* dalam peningkatan hasil belajar teknik dasar bola basket pada siswa kelas VII SMP Negeri 1 Negara.

**Kata kunci:** STAD, PBL, dan *Google Classroom*

**THE EFFECT OF COOPERATIVE LEARNING MODELS  
TYPE OF STUDENTS TEAMS ACHIEVEMENT DIVISON AND  
HELPED BASED LEARNING PROBLEM  
GOOGLE CLASSROOM APPLICATION AGAINST  
RESULTS OF BASKETBALL LEARNING**

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**Abstract**

This study aims to determine the differences in basketball learning outcomes between students who take the STAD type cooperative learning model aided by the google classroom application and the PBL learning model aided by the google classroom application. This research is a true experiment with the randomized pretest-posttest control group design the same subject design. The study population was all grade VII of SMP Negeri 1 Negara, a sample of 72 students. Determination of the sample by random sampling technique. Data collection uses the value of basic basketball technical skills (dribbling, shoting, passing). The data obtained were analyzed using the ANAVA test. In the group learned with the STAD type cooperative learning model aided by the google classroom application, an average score of 86.2 with a standard deviation of 1.35 was obtained. Whereas the groups that are taught using the PBL learning model are assisted by the Google classroom application. an average value of 81.8 is obtained with a standard deviation of 1.09. The significance value obtained through the t test was 0.040. Based on the results of data analysis and discussion, the conclusion of this study is that the application of the STAD type cooperative learning model assisted by the google classroom application is better than the PBL learning model assisted by the Google classroom application in improving the learning outcomes of basketball basic techniques in grade VII students of SMP Negeri 1 Negara.

**Keywords:** STAD, PBL, and *Google Classroo*