

ABSTRAK

Eep Saepulloh. 2023. **Upaya Meningkatkan Hasil Belajar *Lay Up Shoot* Permainan Bola Basket Dengan Menggunakan Model Pembelajaran *Problem Based Learning***. Jurusan Pendidikan Jasmani, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi.

Dalam proses pembelajaran *lay up shoot* bola basket di kelas IX E SMP Negeri 4 Tasikmalaya masih banyak gerakan *lay up shoot* yang dilakukan siswa belum benar dan tepat terhadap sasaran, apabila di presentasikan sekitar 20-30% yang melakukannya dengan benar sehingga masih banyak siswa yang belum memenuhi Kriteria Ketuntasan Minimal (KKM) dan bola basket yang memiliki ukuran besar serta berat memberikan pengaruh kepada siswa saat melakukan teknik dasar *lay up shoot*. Tujuan penelitian ini adalah sebagai berikut untuk mengetahui apakah penggunaan model pembelajaran *problem based learning* dapat meningkatkan hasil belajar *lay up shoot* permainan bola basket pada siswa kelas IX E SMP Negeri 4 Tasikmalaya. Metode yang digunakan dalam penelitian ini adalah penelitian tindakan kelas. Adapun hasil belajar peserta didik sebelum penelitian dilaksanakan, hanya 34,38% dari total keseluruhan yang memenuhi KKM, kemudian penulis melaksanakan penelitian siklus 1 dengan total 2 pertemuan, dan hasilnya presentasi ketuntasan peserta didik meningkat menjadi 62,5%. Tetapi, hasil tersebut belum memenuhi KKM, maka dari itu dilakukan penelitian siklus 2 dengan total 2 pertemuan dan terdapat beberapa perubahan serta perbaikan didalamnya, dan setelah siklus 2 dilaksanakan hasilnya yaitu hasil belajar peserta didik meningkat menjadi 100%. Hasil penelitian dari pengolahan data dapat disimpulkan bahwa proses belajar mengajar dengan menggunakan model pembelajaran *problem based learning* dapat meningkatkan hasil belajar *lay up shoot* bola basket.

Kata Kunci: Bola Basket, *Lay Up Shoot*, *Problem Based Learning*

ABSTRACT

Eep Saepulloh. 2023. Efforts to Improve Learning Outcomes in Lay Up Shoot Basketball Games Using Problem Based Learning Models. Department of Physical Education, Faculty of Teacher Training and Education, Siliwangi University.

In the process of learning to lay up shoot basketball in class IX E, SMP Negeri 4 Tasikmalaya, there are still many lay up shoot movements carried out by students that are not correct and right on target. meet the Minimum Completeness Criteria (KKM) and a basketball that has a large size and weight has an influence on students when doing the basic lay-up shoot technique. The purpose of this study is as follows to find out whether the use of problem-based learning models can improve learning outcomes in lay-up shoot basketball games in class IX E students of SMP Negeri 4 Tasikmalaya. The method used in this research is classroom action research. The results before the research was carried out, only 34.38% of the total met the KKM, then the authors carried out cycle 1 research with a total of 2 meetings, and the result was that the presentation of student completeness increased to 62.5%. However, these results did not meet the KKM, therefore a cycle 2 study was carried out with a total of 2 meetings and there were several changes and improvements in it, and after cycle 2 was carried out the results were that the learning outcomes of students increased to 100%. The research results from data processing can be concluded that the teaching and learning process by using the problem based learning model can improve the learning outcomes of lay up shoot basketball.

Keywords: *Basketball, Lay Up Shoot, Problem Based Learning*