

## ABSTRAK

Muhamad Atmal. 2024. **Upaya Meningkatkan Hasil Belajar *Dribble* Permainan Bola Basket Dengan Menggunakan Model Pembelajaran *Problem Based Learning***. Jurusan Pendidikan Jasmani, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Tujuan ini penelitian untuk meningkatkan hasil belajar *dribble* permainan bola basket, dan membuat proses pembelajaran melalui model pembelajaran *problem based learning* yang dapat mendorong dan merangsang peserta didik untuk lebih aktif dan kreatif pada saat proses pembelajaran. Penelitian ini menggunakan jenis Penelitian Tindakan Kelas (PTK) yang dilaksanakan dua siklus. Subjek penelitian ini adalah semua siswa kelas 8F SMP Negeri 16 Kota Tasikmalaya tahun ajaran 2023/2024. Instrumen penelitian yang digunakan dalam penelitian ini adalah dengan menggunakan penilaian yang terdapat di RPP tujuannya adalah untuk mengukur nilai proses dalam permainan bola basket, hasil penelitian menunjukan bahwa menggunakan metode pembelajaran *problem based learning* dapat meningkat hasil belajar teknik *dribble* pada permainan basket. Berdasarkan hasil penelitian, pengolahan data, dan analisis data terdapat suatu perubahan dan peningkatan keterampilan, hasil belajar dari mulai tahap pra siklus dengan nilai rata-rata kelas sebesar 74,5 dengan persentase 37,5% pada siklus I mengalami peningkatan nilai rata-rata kelas sebesar 79,15 dengan persentase 65,62% selanjutnya disempurnakan pada siklus II dan terjadi peningkatan dengan nilai rata-rata kelas 83,25 dan persentase ketuntasan 87,5%. Maka terdapat peningkatan keterampilan *dribble* pada permainan bola basket model pembelajaran *problem based learning*.

**Kata Kunci:** *Dribble*, Hasil Belajar, Pembelajaran, *Problem Based Learning*

## **ABSTRACT**

**Muhammad Atmal. 2024. *Efforts to Improve Dribble Learning Results in the Basketball Game Using the Problem Based Learning Model.* Department of Physical Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.**

*The aim of this research is to improve the results of learning to dribble in the game of basketball, and create a learning process through a problem based learning model that can encourage and stimulate students to be more active and creative during the learning process. This research uses a type of Classroom Action Research (PTK) which is carried out in two cycles. The subjects of this research were all students in class 8F of SMP Negeri 16 Tasikmalaya City for the 2023/2024 academic year. The research instrument used in this research is to use the assessment contained in the RPP. The aim is to measure the value of the process in the game of basketball. The results of the research show that using the problem based learning method can improve the learning outcomes of dribble techniques in the game of basketball. Based on the results of research, data processing and data analysis, there is a change and improvement in skills, learning outcomes from the pre-cycle stage with an average class score of 74.5 with a percentage of 37.5% in cycle I experienced an increase in the class average score amounting to 79.15 with a percentage of 65.62%, it was further refined in cycle II and there was an increase with an average class score of 83.25 and a completion percentage of 87.5%. So there is an increase in dribble skills in the basketball game using the problem based learning model.*

**Keywords: *Dribble, Learning Results, Learning, Problem Based Learning***