

**PENERAPAN MODEL PEMBELAJARAN *COOPERATIVE LEARNING*
TIPE JIGSAW TERHADAP HASIL BELAJAR SERVIS ATAS
PERMAINAN BOLA VOLI**

**(Penelitian Tindakan Kelas Pada Siswa Kelas VIII – H SMPN 4
Kota Tasikmalaya)**

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ABSTRAK

Tujuan penelitian ini adalah untuk meningkatkan hasil belajar servis atas permainan bola voli dengan menggunakan metode *cooperative learning* tipe jigsaw pada siswa kelas VIII – H SMPN 4 Kota Tasikmalaya Tahun Ajaran 2018/2019. Penelitian ini menggunakan metode penelitian tindakan kelas, yang dilakukan sebanyak 2 (dua) siklus. Sasaran penelitian adalah untuk meningkatkan hasil belajar servis atas permainan bola voli, setting penelitian pada siswa kelas VIII – H SMPN 4 Kota Tasikmalaya. Data yang diperoleh adalah data hasil belajar berupa pengetahuan, dan psikomotorik. Nilai hasil belajar secara keseluruhan (aspek pengetahuan, dan psikomotor) pada pra siklus rata-rata sebesar 66,60 % atau sebanyak 21 orang siswa yang telah melampaui KKM sebesar 80 %; pada siklus 1 terjadi peningkatan rata-rata sebesar 74,25 % atau sebanyak 25 orang siswa, dan pada siklus 2 terjadi peningkatan rata-rata 90,3 % atau sebanyak 31 orang. Artinya KKM telah terlampaui pada siklus ke 2. Berdasarkan temuan hasil penelitian tindakan kelas ini dapat disimpulkan bahwa menggunakan metode *cooperative learning* tipe jigsaw dalam proses pembelajaran servis atas permainan bola voli dapat meningkatkan hasil belajar siswa kelas VIII – H SMPN 4 Kota Tasikmalaya Tahun Ajaran 2017/2018. Berdasarkan temuan-temuan dan simpulan tersebut di atas, dapat disarankan agar pembelajaran servis atas permainan bola voli dianjurkan menggunakan metode *cooperative learning* tipe jigsaw. Kepada pihak terkait seperti Kepala Sekolah dan Dinas Pendidikan agar melaksanakan peningkatan mutu guru dengan adanya penataran atau pelatihan mengenai strategi dan metode pembelajaran terutama metode *cooperative learning* tipe jigsaw.

Kata kunci : Belajar, *cooperative learning*, jigsaw, servis

**APPLICATION OF COOPERATIVE LEARNING MODEL OF
JIGSAW TYPES ON SERVICES LEARNING RESULTS FOR VOLLEY BALL
GAME**

(Classroom Action Research In Grades VIII - H SMPN 4 Tasikmalaya City)

ABSTRACT

The purpose of this study is to improve the service learning outcomes of the game of volleyball by using cooperative learning method of type jigsaw on students of class VIII - H Yuniior High School Number 4 Tasikmalaya City of the academic year 2018/2019. This research uses classroom action research method, which is done as much as 2 (two) cycles. The objective of the study was to improve the service learning outcomes for volleyball games, research setting on the students of grade VIII - H Yuniior High School Number 4 Tasikmalaya City. The data obtained is the result of learning data in the form of attitude, knowledge, and psikomotorik. Overall score of learning outcomes (attitude, knowledge, and psychomotor aspect) at the average cycle average of 66.60% or as many as 21 students who have exceeded the KKM by 80%; in cycle 1 there was an average increase of 74.25% or as many as 25 students, and in cycle 2 there was an average increase of 90.3% or as many as 31 people. This means that the KKM has been exceeded in the second cycle. Based on the findings of this class action research results can be concluded that using cooperative learning method of jigsaw type in the process of learning service on the game of volleyball can improve the learning outcomes of students of class VIII - H Yuniior High School Number 14 Tasikmalaya City Year Teaching 2018 / 2019. Based on the above findings and conclusions, it can be suggested that the service learning of volleyball is recommended using cooperative learning method of jigsaw type. To the related parties such as Head of School and Education Office to carry out improving the quality of teachers with the upgrading or training on strategies and methods of learning, especially cooperative learning method jigsaw type.

Keywords: Learning, cooperative learning, jigsaw, service