

EFFORT INCREASES LEARNING RESULTS OF SHOOT LAY UP BASKET BALL GAME USING DISCOVERY LEARNING METHOD

***(Classroom Action Research on Class VIII – B Yunior High School Number 15
Tasikmalaya City)***

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ABSTRACT

The purpose of this research is to improve the result of learning lay up shoot basketball game by using discovery learning method on the students of class VIII - B Yunior High School number 15 Tasikmalaya City academic year 2017/2018. This research uses classroom action research method, which is done as much as 2 (two) cycles. Target of research is to improve result learn lay up shoot basketball game, research setting at student of class VIII - B Yunior High School Number 15 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) in 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 the discovery learning method in the learning process of lay up shoot basketball games can improve student learning outcomes of grade VIII - B Yunior High School Number 15 Tasikmalaya City academic year 2017/2018 . Based on the above findings and conclusions, it may be advisable that the learning of lay up shoots of basketball games is recommended using discovery learning methods. To the related parties such as the Head of School and the Education Office to carry out improving the quality of teachers with the upgrading or training on strategies and learning methods, especially discovery learning method.

Keywords: Learning, discovery learning, lay up shoot

**UPAYA MENINGKATKAN HASIL BELAJAR *LAY UP SHOOT*
PERMAINAN BOLA BASKET DENGAN MENGGUNAKAN
METODE *DISCOVERY LEARNING***

**(Penelitian Tindakan Kelas pada Siswa Kelas VIII – B SMPN 15
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ABSTRAK

Tujuan penelitian ini adalah untuk meningkatkan hasil belajar *lay up shoot* permainan bola basket dengan menggunakan metode *discovery learning* pada siswa kelas VIII – B SMPN 15 Kota Tasikmalaya Tahun Ajaran 2017/2018. Penelitian ini menggunakan metode penelitian tindakan kelas, yang dilakukan sebanyak 2 (dua) siklus. Sasaran penelitian adalah untuk meningkatkan hasil belajar *lay up shoot* permainan bola basket, setting penelitian pada siswa kelas VIII – B SMPN 15 Kota Tasikmalaya. Data yang diperoleh adalah data hasil belajar berupa sikap, pengetahuan, dan psikomotorik. Nilai hasil belajar secara keseluruhan (aspek sikap, 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 *discovery learning* dalam proses pembelajaran *lay up shoot* permainan bola basket dapat meningkatkan hasil belajar siswa kelas VIII – B SMPN 15 Kota Tasikmalaya Tahun Ajaran 2017/2018. Berdasarkan temuan-temuan dan simpulan tersebut di atas, dapat disarankan agar pembelajaran *lay up shoot* permainan bola basket dianjurkan menggunakan metode *discovery learning*. 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 *discovery learning*.

Kata kunci : Belajar, *discovery learning*, *lay up shoot*