

ABSTRAK

ALSENDY PUTRA DAROESMAN. 2026. **Penerapan Model Pembelajaran *Problem Based Learning* Untuk meningkatkan Hasil Belajar *Dribbling* Permainan Bola Basket Kelas VI SD Muhammadiyah Tasikmalaya.** Jurusan Pendidikan Jasmani. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

Tujuan penelitian ini adalah untuk mengetahui apakah terdapat peningkatan hasil belajar *dribbling* pada permainan bola basket melalui model pembelajaran *Problem Based Learning* pada siswa kelas VI SD Muhammadiyah Tasikmalaya. Penelitian ini menggunakan model Penelitian Tindakan Kelas (PTK) yang dilakukan 2 siklus. Subjek penelitian peserta didik kelas VI SD Muhammadiyah Tasikmalaya dengan jumlah 16 siswa. Yang terdiri dari 9 laki-laki dan 7 perempuan, objek penelitian ini adalah proses pembelajaran *dribbling* pada permainan bola basket melalui model pembelajaran *Problem Based Learning*. Instrumen penelitian menerapkan tes observasi dan tes unjuk kerja menggunakan rubrik penilaian yang terdapat pada Modul Ajar dimaksudkan untuk mengetahui nilai proses. Setelah penerapan model pembelajaran *Problem Based Learning* pada peserta didik kelas VI SD Muhammadiyah Tasikmalaya dilakukan dengan 2 siklus, nilai rata-rata pra-siklus hasilnya sebesar 69, nilai rata-rata siklus 1 hasilnya sebesar 73 dan nilai rata-rata siklus 2 hasilnya sebesar 85 diatas Kriteria Ketuntasan Tujuan Pembelajaran (KKTP) yaitu 77. Dapat disimpulkan bahwa proses pembelajaran melalui model pembelajaran *Problem Based Learning* terbukti dapat meningkatkan hasil belajar teknik dasar *dribbling* permainan bola basket di kelas VI SD Muhammadiyah Tasikmalaya.

Kata kunci: Bola Basket, *Dribbling*, Hasil Belajar, *Problem Based Learning*

ABSTRACT

ALSENDY PUTRA DAROESMAN. 2026. *Application of Problem Based Learning Model to Improve Dribbling Learning Outcomes of Basketball Game in Grade VI of Muhammadiyah Elementary School Tasikmalaya*. Department of Physical Education. Faculty of Teacher Training and Education. Siliwangi University.

The purpose of this study was to determine whether there was an increase in dribbling learning outcomes in basketball games through the Problem Based Learning learning model in sixth grade students of Muhammadiyah Elementary School, Tasikmalaya. This study used the Classroom Action Research (CAR) model which was carried out in 2 cycles. The research subjects were 16 sixth grade students of Muhammadiyah Elementary School, Tasikmalaya. Consisting of 9 boys and 7 girls, the object of this study was the dribbling learning process in basketball games through the Problem Based Learning learning model. The research instrument applied observation tests and performance tests using the assessment rubric contained in the Teaching Module intended to determine the value of the process. After the application of the Problem Based Learning learning model to grade VI students of Muhammadiyah Tasikmalaya Elementary School was carried out with 2 cycles, the average pre-cycle score was 69, the average score of cycle 1 was 73 and the average score of cycle 2 was 85 above the Learning Objective Completion Criteria (KKTP) which was 77. It can be concluded that the learning process through the Problem Based Learning learning model has been proven to improve the learning outcomes of basic dribbling techniques in basketball games in grade VI of Muhammadiyah Tasikmalaya Elementary School.

Keywords: *Basketball ,Dribbling, Learning Outcomes, Problem Based Learning*