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## Development of a Student Basketball Game Model for State Elementary Schools 060891 Medan

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**Abstract.** Through observations conducted by researchers on January 8, 2016, at Sekolah Dasar Negeri 060891 Medan, it was seen that students were less active in learning physical education on basketball material. The inactivity is due to teaching materials that are not in accordance with the growth and development of students in teaching materials, especially basketball material, methods of use and equipment that are still not contained in teaching materials, so that the learning objectives are not achieved, in the basketball learning process that the authors get in the material basketball that has been known to students since elementary school. Based on these problems, the authors develop game teaching materials that please students through motion. The purpose of this research is to develop teaching materials in learning basketball fun. This type of research is development research and a sample of 20 students. The data have been collected and analyzed both quantitatively and qualitatively. Based on the research results obtained which are listed in the analysis and discussion section, it can be concluded that basketball game teaching materials for students of Sekolah Dasar Negeri 060891 Medan provide reliable and trusted teaching materials for intermediate level student teaching materials with a validity of 0.65. Reliability 0.60. Can be used as teaching material for basketball games for junior high schools.

**Keywords:** Development, teaching material, basketball play.

### 1 Introduction

The level of success in learning at school is usually shown by outstanding achievements. Whether learning is successful or not depends on various factors. These factors can be divided into two, namely internal factors that exist within oneself which we also call individual factors and external factors that exist outside the individual which are referred to as environmental factors. Internal factors include: physical maturity or growth factors, intelligence (intelligence), training, motivation, and personal factors. Meanwhile, external factors include family factors or household conditions of parents, teachers, teaching methods, media used in the learning and teaching process, the environment and opportunities available, and environmental motivation (Purwanto, 2016: 102).

Physical Education is a group of subjects that must be taught from primary education to secondary or vocational education through physical activity. With this physical activity, it is hoped that students will have good physical fitness at the age level of the student's growth and development to maximize the natural growth and development process. It is also able to support the body's organs' ability to perceive various stimuli and increase concentration in the learning process and daily activities.

Physical education as a component of education as a whole has been recognized by many groups. However, in its implementation physical education teaching has not been as effective as expected. Physical education learning tends to be traditional. The physical education learning model does not have to be centered on the teacher, but on the students. Learning orientation must be adapted to the child's development. The content of the material and the method of delivery must be adjusted so that it is interesting and fun, the learning targets are aimed not only at developing sports skills, but at the child's overall personal development.

Sports development is one of the efforts to improve Indonesia's human resources. Sports development efforts are primarily directed at improving the physical, mental and spiritual health of the community and are aimed at forming character and personality, discipline and high sportsmanship as well as increasing achievements that can awaken a sense of national nationality. . The government's policy of fostering and developing sports is through four channels, namely: the school route, the main sports organization route, the professional sports organization route and the community sports route.

The development of sports must be supported by adequate education. Physical education is a learning process through physical activity designed to improve physical fitness, develop motor skills, knowledge and healthy and active living behavior, sportsmanship and emotional intelligence (Samsudin, 2008: 2).

The basic concepts of physical education and effective physical education teaching models need to be understood by a physical education teacher. Physical education has a very close relationship in learning movement, where learning movement in it will always be related to the general subdiscipline of human movement. According to Ma'mun, (2000: 3), there are three stages of motor learning, namely:

1. The cognitive verbal stage, namely the presence of cognitive and decision making processes that are more prominent (the process of giving an explanation),
2. The movement training stages are movement patterns that are developed as well as possible so that students or athletes become more skilled.
3. Stages of automation, motor development, namely the existence of a form of movement in which one does it without thinking twice about carrying out a movement.

Physical Education is basically an integral part of the overall physical education system, according to Widodo (2011) in PP number 19 of 2005 concerning National Education Standards article 6 paragraph (1): "the group of physical subjects at SD/SMP/MTs/SMPLB is intended to increase potential and cultivate sportsmanship and awareness of healthy living." Therefore, the implementation of physical education must be directed at achieving these goals.

The game of basketball is a type of modern sport that is growing very quickly and attracts a lot of attention in human life, especially young people. This game originates from the feeling of boredom that strikes members of sports fans who are members of Christian youth

associations, namely the YMCA (Young Man's Christian Association) and This game is a non-individual game that can be played in groups or teams. This game uses a basket as a tool to put the ball in.

The aim of the game of basketball is to try to put as many balls as possible into the opponent's basket. Each player must try to get the right throw. In accordance with the basic competencies of playing basketball in the physical education, sports and health curriculum in junior high school, students are expected to be able to practice combinations of basketball. Basic techniques in the game of basketball.

Through observations made by researchers on January 8 2023, at State Elementary School 060891 Medan, it was seen that students were less active in learning physical education on basketball. The lack of activity is due to teaching materials that are not in accordance with the growth and development of students in basketball teaching materials, methods for using games that are still not included in the teaching materials, so that learning objectives are not achieved.

It needs to be developed in accordance with student characteristics in basketball game teaching materials for students at State Elementary School 060891 Medan.

## **2 Method**

The method is packaged in stages, the scope of the research which includes various steps, design, allocation of time, place, data analysis techniques and so on, will appear as in the following research stages:

### **Research Stages**

- a. The research location was carried out at State Elementary School 060891 Medan. The research implementation time is predicted to start in August 2023 and range until October 2023.
- b. The variables observed are those related to shooting technique skills and the development of teaching material models in the game of basketball.
- c. The model used is a skills training model for developing teaching material models in the game of basketball.
- d. The method design in this research uses research development (R and D) version of Borg and Gall 1983.
- e. Data Types and Sources. In this research, the data required includes primary data and secondary data. Primary data, namely data obtained from direct or first-hand data sources, especially regarding the technical-economic feasibility (feasibility of study), master plan for developing models of teaching materials in the game of basketball. the 1983 Borg and Gall version is included in the State Elementary School 060891 Medan. Then secondary data, namely the type of data that is not collected by the researcher himself (Marzuki, 2016: 99).
- f. Data collection instruments are divided into two, namely for primary data using interview and questionnaire techniques. This interview technique was carried out using in-depth interviews, which is a type of data collection method through in-depth interviews delivered to the data source (W. Gulo, 2017: 44).

g. Data analysis. In this research, researchers used qualitative analysis techniques, namely by remembering that the amount of data that had been collected was mostly qualitative data (Zuber, 2016: 99).

### 3 Result

For test result data, the item validity test is the result of calculating a measure that shows the level of validity of a research measuring instrument Arikunto, (2015: 63-69 in Ridwan, 2010: 109). Validity is used to determine the suitability of items in a list which are constructs of statement items in defining a variable Nugroho, (2005: 67). The results of calculating the validity of statement items using the Statistical Package for Social Science program, (SPSS 23.0), the validity of statement items is widely accepted by Sugiyono, (2012: 16), namely: 0.030, the level is 0.030 so that an instrument is said to be valid, the process of design validation results, materials and media for developing teaching materials regarding basketball for students at State Elementary School 060891 Medan.

The design model resulting from validation by experts consists of eighteen statement items, after testing it turns out that all are valid, the validity of the items is based on provisions above 0.030, so all are suitable to be included in the next statement item, namely item number: (1) Teaching materials that developed can increase students' active movement in playing basketball, (2) The teaching materials developed are adjusted to students' abilities, (3) The teaching materials developed do not make it difficult for students to move, (4) The teaching materials developed do not interfere with students' movements while playing basketball, (5) The teaching materials developed are easy for students to use, (6) The teaching materials developed are in accordance with basketball material (7) The teaching materials developed can increase students' sense of familiarity and togetherness, (8) The teaching materials developed students can do, (9) The teaching materials developed for ball-entry techniques vary from relatively slow to the fastest, (10) The teaching materials developed can improve the physical condition of students, (11) The teaching materials developed are arranged from easy to difficult, (12) The teaching materials developed are suitable for students to play, (13) The teaching materials developed can achieve goals and play basketball, (14) The teaching materials developed can motivate students to play basketball, (15) Materials The teaching developed is interesting for students to use. Based on the results above, it can be concluded that in the design model all items are able to measure the construct validly, with factor weights obtained at 18%. This indicates that the factor loadings of the design material are the result of expert validation in teaching materials for the game of Basketball for School Students. State Policy 060891 Medan by 15%. The results of the loading factor calculation can be seen in the attachment.

#### Reliability Results of Design, Material and Media Validation for Basketball Teaching Materials

The following is the data from the reliability test results from expert validation of basketball material for students at State Elementary School 060891 Medan using the Alpha Cronbach formula. sciences (SPSS 23.0) (Ridwan et al. 2011: 143-206) with 3 experts as subjects. The results of reliability trials using Space Saver for the development of basketball teaching materials for students at State Elementary School 060891 Medan show that the three teaching materials have a reliability of  $\alpha$  between 0.65 to 0.60, so this form will provide reliable or trustworthy measurement results. Summary of reliability coefficients for basketball material for students at State Elementary School 060891 Medan.

Table 1. Reliability Coefficient

Development of Basketball Materials	Design	Material	Media
<i>Mean</i>	80,67	78,33	79,00
<i>Variance</i>	94,333	102,333	76,000
<i>Std bev</i>	9,713	10,116	8,718
<i>N.of fariabel</i>	18	18	18
<i>Case</i>	3	3	3
<i>R<sub>n</sub> Alpha</i>	.977	.976	.975
<i>r table</i>	2,77	2,77	2,77
<i>Status</i>	Andal	Andal	Andal

Based on the reliability results above, it turns out that all items are reliable, so that the basketball teaching materials consist of three preparation materials consisting of design materials, materials and media, each teaching material has 15 statement items, the first design material has 15 statement items, material both materials have 15 statement items, and the third teaching material design has 15 statement items. All items are valid above 0.030. Meanwhile, the reliability test using the space saver formula shows that the three forms of basketball teaching material designs have a reliability coefficient with  $\alpha$  of 0.65 to 0.60, thus meaning that the three forms of design are expert validation as a medium for basketball teaching materials for State Elementary School students 060891 Medan meets the testing requirements, which means that the basketball teaching materials will provide reliable and reliable results.

#### Instrument Trial Results

##### 1. Validity

The validity calculation test is used to determine the appropriateness of an item in a construct list of statement items in defining a variable Nugroho, (2005:67). The results of calculating the validity of statement items using the Statistical Package for Social Science program, (SPSS 23.0), the validity of statement items is widely accepted by Sugiyono, (2012: 16), namely: 0.030, that is, the level of validity of an item above 0.030 so that an instrument is said to be valid, the process of testing the development of teaching materials for game materials basketball for students at State Elementary School 060891 Medan as follows:

Results of validity calculations. Trial statements for basketball game teaching materials

M against students at State Elementary School 060891 Medan consisting of 25 statement items which turned out to be all valid, the validity of an item felt it was easy to carry out the movements because they were done in turns with fellow friends one group, 14 I don't feel tired playing basketball because the court is modified, 15 I am able to do difficult movements, 16 I am more confident in making movements in basketball, 17 I can play basketball with my group friends, 18 I more courageous to move actively in playing basketball,

19 I can improve my physical fitness by playing basketball, 20 I can make my body strong, my soul healthy and get into the habit of living a healthy life, 21 Games taught by teachers with the aim of making us move , 22 I like to jump up and down if I succeed in doing something, 23 Every game we have to obey the rules contained in the game, 24 The teacher will give a warning to players who do not obey the rules, 25 Developing the game of basketball can make our bodies healthy and fit

From the results of the validity test above, it can be concluded that the results of the validity of the basketball game material for students at State Elementary School 060891 Medan, all statement items are able to measure the construct validly, with factor weights obtained at 15%. This states that the factor load in the validity of the game material teaching materials basketball for students at State Elementary School 060891 Medan by 15%. Results of loading factor calculations.

#### Reliability Results of Development of Basketball Game Teaching Materials

The results of reliability testing of basketball game teaching materials for students at State Elementary School 060891 Medan using the Alpha Cronbach formula, the aim of reliability testing is to determine the internal stability of answers in one factor, the results of calculating the reliability coefficient (reliability) are carried out using the Statistical Package for Social Sciences program (SPSS 23.0) (Ridwan et al. 2011:143-206) with a total of 20 subjects. The results of reliability trials using Space Saver for the development of basketball teaching materials for students at State Elementary School 060891 Medan show that the teaching materials have a reliability of  $\alpha$  between 0.65, so these results will provide reliable or trustworthy measurement results. A summary of the reliability coefficient for the development of basketball teaching materials for students at State Elementary School 060891 Medan can be seen in table 4.8 below

Table 2. Results of Student Reliability Coefficient

<b>Development</b>	<b>Basketball Game Teaching Materials for Students</b>
<i>Mean</i>	116.15
<i>Variance</i>	42,615
<i>Std bev</i>	6,528
<i>N.of fariabel</i>	25
<i>Case</i>	26
<i>R<sub>n</sub> Alpha</i>	.894
<i>r table</i>	260
<i>Status</i>	Andal

Based on the reliability results above, the basketball teaching materials for students at State Elementary School 060891 Medan consist of three materials, namely design, content and media, which consists of 15 items, statements of the results of trials on 20 subjects, it turns out that all are valid, the validity of an item is considered valid above. 0.030. Meanwhile, the reliability test using the space saver formula showed that after a trial, the basketball game

teaching materials showed that the basketball game teaching materials had a reliability coefficient of  $\alpha$  0.65, thus the basketball teaching materials for students at State Elementary School 060891 Medan fulfil.

#### Anti-image Matrices Test

Testing Anti-image matrices or anti-image correlation tests are carried out to determine items that are included in the factor and items that are not included in the factor. As for the results of the anti-image correlation test on 25 items stating the development of basketball teaching materials for students at State Elementary School 060891 Medan, all instruments were included in further analysis, including: To be clearer about anti-image correlation.

Reliability testing requirements mean that the teaching materials will provide reliable results.

#### Test KMO and Bartlett's Test

The KMO and Bartlett' Tests were carried out to find out whether the existing variables and samples could be analyzed further or not. The KMO and Bartlett's test results were 0.372 with a significance of 0.000. Because this figure is above 0.300 and the significance is far below 0.022 ( $0.00 < 0.022$ ), the existing variables and samples can be analyzed further. To make the output of the KMO Bartlett' test clearer.

Kaiser-Meyer-Olkin Measure of Sampling Adequacy.		,372
Bartlett's Test of Sphericity	Approx. Chi-Square Df	136,196
	Sig.	,022

#### Anti-image Matrices Test

Testing Anti-image matrices or anti-image correlation tests are carried out to determine items that are included in the factor and items that are not included in the factor. As for the results of the anti-image correlation test on 25 items stating the development of basketball teaching materials for students at State Elementary School 060891 Medan, all instruments were included in further analysis, including: To be clearer about anti-image correlation.

Based on the table above, it is known that the Measure of Sampling Adequacy (MSA) value for each item in the basketball game teaching materials for students at State Elementary School 060891 Medan (I1) .335, (I2) .332, (I3) .230, (I4) .289, (I5) .292, (I6) .311, (I7) .485 (I8) .293, (I9) .396, (I10) .360 (I11) .204 (I12) .312 (I13) .323 (I14) .341 (I15) .219 (I16) .658, (I17) .510 (I18) .658, (I19) .581 (I20) .520, (I21) .685 (I22) .520, (I23) .277 (I24) .487 and (I25) .598 based on theory, the item is suitable for analysis if the MSA value is more than 0.030. From all the analysis data, it turns out that all the items consisting of twenty-five statement items are all included because the MSA value is greater than 0.030. So there are no more question items issued.

Based on the table above, it is known that the Measure of Sampling Adequacy (MSA) value for each variable is the development of basketball teaching materials for junior high school students. The lowest MSA value of .219 is found in the item can improve physical fitness and the highest number of .485 is in the item I prefer basketball. Based on theory, the item is suitable for analysis, the MSA value is more than 0.030, after all the analysis data it turns out that all material learning models teaching the game of basketball which consists of 25 statement items are all included because the MSA value is greater than 0.030. So no more learning materials or statement instruments are issued

#### a. Test Communalities

The communalities test is to determine the amount of variance (can be in percentage) of an initial item that can be explained by existing factors. To form the development of basketball teaching materials for junior high school students, medium teaching materials with the lowest extraction number are 0.942. This means approx 942,000 percent variance in the basketball development item, namely I am able to remember every sequence of movements, while the lowest development of basketball teaching materials is at number twelve 0.698 with a percent variance of 698,000, namely I don't feel tired doing basketball game movements because the court is not too big .

Based on the results of the explanation above, it can be clearly seen that the greater the communalities of an item, the closer the relationship with the item formed. To make the output of communalities test results clearer.

#### b. Total Explained Variance Test

The Total Explained Variance test is obtained from the explained variance table which shows that the basketball material teaching materials for students at State Elementary School 060891 Medan are all formed from item number 1 to item number 15 in the teaching materials Basketball material for students at State Elementary School 060891 Medan, extraction sums figures of squared loading above 1,000 to 2,665, for clearer total explained variance test results output.

#### c. Matrix Factor Test

From the results of the matrix factor test, it is known that the most optimal teaching material is the most optimal number, so the results of the matrix factor table show that the distribution of the fifteen items of basketball teaching material is factor loadings, which shows the large correlation between one item and another. the other is with models 1, 2, 3, 4 to 15, the process of determining interconnected statement instruments, carried out by comparing the correlation factors in each row, to make the output of the matrix factor test results clearer.

#### d. Matrix Rotation Factor

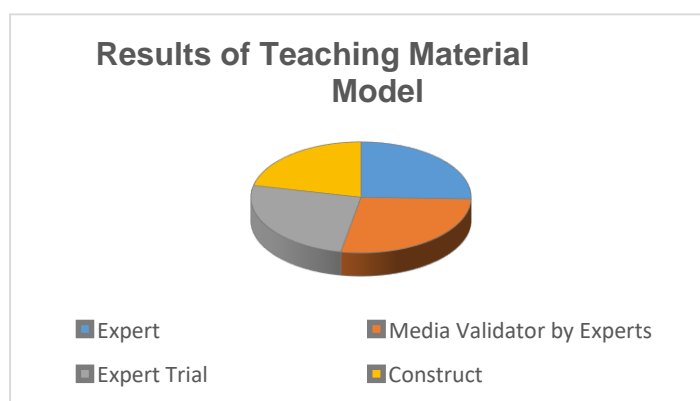
Rotation matrix test of correlation based on factor analysis values, it is clear that the factor loadings of the 15 items of the basketball material teaching materials for students at State Elementary School 060891 Medan, each item is significantly loaded on the factor targeted to be measured. It is clear that the teaching materials in the materials are basketball material for students at State Elementary School 060891 Medan, correlated with each other,

Even though the analysis of each teaching material clearly measures the basketball teaching material for students at State Elementary School 060891 Medan that must be measured, there is the Rotation Matrix factor.

e. Factor Correlation Matrix

The results obtained from correlations based on factor analysis values can clearly see the factor loadings of the 15 statement items and each item is significantly loaded on the factor targeted to be measured. It is clear that on the scale of teaching materials, basketball material for students at State Elementary School 060891 Medan correlates with each other, even though in analysis each item of teaching material is basketball game material for students at State Elementary School 060891 Medan

Teaching materials for the game of basketball for students at State Elementary School 060891 Medan with the highest correlation between the net variables and each item in the development of teaching materials for the game of basketball in the range of 0.790 to 0.909. The teaching materials are the results of validation and rehabilitation tests. Furthermore, the teaching materials after being tested for validity and rehabilitation are valid. As for mass products, the final product is attached. The following presentation in the form of graphic data is as follows:



The following is the explanation, the results of the percentage of construct contributions for teaching materials for basketball game materials for students at State Elementary School 060891 Medan, the results of the design validator by experts, namely the percentage of construct contributions of 15%, the results of the material validator by experts, namely the percentage of construct contributions of 15%, the results of media validators by the experts. expert, namely the percentage of construct contribution was 15%, while the results of trials on the research subjects, namely students at State Elementary School 060891 Medan, obtained a percentage of construct contribution of 15%. So, the grand total is about 60%. Data analysis interpretation. This section is outlined without providing discussion and should be written in logical sentences. The result is applicable in the form of a table, text, or figure.

The table title is written in a title case, with subtitles in each column. It should be simple, not complicated, showing the table's presence in the text (e.g., see table 1), without the vertical line, and written above the table.

Table. All tables should be referred in the main text and the table title should be above the table.

## **4 Discussion**

Teaching materials for the game of basketball for students at State Elementary School 060891 Medan with the highest correlation between the net variables and each item in the development of teaching materials for the game of basketball in the range of 0.790 to 0.909. The teaching materials are the results of validation and rehabilitation tests. Furthermore, the teaching materials after being tested for validity and rehabilitation are valid.

## **5 Conclusion**

Based on the data from research results and discussions that have been carried out by researchers which have been discussed in the discussion section, the researchers can formulate that the number of teaching materials for the game of basketball for junior high school students has been validated by experts from 15 statement items in research on basketball game teaching materials. has a moderate degree of validity with a validity score index point of 0.65 and has a degree of reliability with a reliability score index point of 0.60. Thus, the degree of validity and reliability of the teaching materials is moderate so that these teaching materials can be applied in junior high schools when teaching basketball material.

### **Suggestions and Implications**

Based on the results and discussions that have been carried out by researchers in developing teaching materials for the game of basketball, there are several implications as follows:

1. A learning process must influence the learning outcomes of each student, a teacher must be able to handle various problems experienced by students so that learning objectives can be achieved according to expectations. In developing the use of teaching materials, you must adapt the game movements to the characteristics of junior high school students so that students are able to practice them well.
2. The teaching materials developed must be safe for students to play with and can improve student learning outcomes, create activity, increase movement abilities, increase physical fitness, and achieve previously planned learning objectives.
3. The use of teaching materials that have been produced in this research is carried out in accordance with what has been done by researchers, but it does not rule out the possibility that these teaching materials can still be perfected or developed in accordance with the existing facilities and infrastructure in each school with the aim of being able to increase Students' insight into studying the teaching materials developed must be in accordance with the characteristics of the students.
4. It is hoped that in the future physical education teachers will be able to prepare and develop various kinds of teaching materials, because the problems found among students will be more diverse. The development of teaching materials must be carefully prepared by a teacher in order to be able to solve various kinds of problems experienced by students in the learning process. One of them is the teaching material that researchers have produced in this research.

### **Suggestions**

Based on the stages and conclusions above, the author would like to provide advice and recommendations to the authorized and responsible parties, namely as follows:

- 1) The basketball game teaching materials that have been produced from this research can be used as an alternative for delivering basketball game learning materials.
- 2) The use of teaching materials is carried out as planned so that it can achieve the objectives. It is hoped that it will be in accordance with the objectives in learning physical education, sports and health.
- 3) The development of this teaching material can make it easier for students to play basketball because it suits the students' characteristics.
- 4) Physical education teachers are expected to be able to develop teaching materials for the game of basketball to make it more interesting, as well as look for other alternatives that suit the children's characteristics.
- 5) The use of learning teaching mater<sup>2</sup> resources used.
- 6) The use of learning tools and media is adapted to the child's condition and utilizes things in the school environment and around the school environment as learning resources.

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