The Influence of Sport Education Model on Responsibility in Basketball Games

Sisi Wulandari[1], Yudi Hendrayana[1], Carsiwan[1]

[1]Departement of Sport and Health Eduction, Faculty Of Helath And Sport Education, Universitas Pendidikan Indonesia

Info Artikel	Abstrak
	Penelitian ini dilatarbelakangi oleh rendahnya tanggung jawab siswa yang menyebabkan anak kurang mampu dalam mengikuti pembelajaran pendidikan jasmani. Penelitian ini juga bertujuan untuk mengetahui dan menguji pengaruh Model Pendidikan Olahraga (SEM) terhadap tanggung jawab dalam permainan bola basket. Metode yang digunakan dalam penelitian ini adalah deskriptif kuantitatif. Populasi dalam penelitian ini adalah Sekolah Menengah Pertama Negeri 1 Cimahi. Sampel dalam mengikuti kegiatan bola basket yang berjumlah 30 siswa dan ada yang mengikuti kegiatan bola basket yang berjumlah 30 siswa n. Dalam pengambilan sampel peneliti menggunakan teknik purposive sampling. Instrumen yang digunakan dalam penelitian ini berupa angket pertanggungjawaban dan wawancara. Hasil penelitian menunjukkan bahwa Sport Education Model (SEM) memberikan pengaruh yang signifikan terhadap tanggung jawab dalam permainan bola basket

Abstract

This research is behind the low responsibility of students who make the children less able in following the physical educaton lesson. The study also aims to determine and test the influence of Sport Education Model (SEM) on responsibility in basketball games. The methods used in this research are quantitative descriptive. The population in this research is secondary school 1 Cimahi. The samples in this the follow basketball activities amounting to 30 students and no the follow basketball activities amounting to 30 students n. In sampling researchers use purposive sampling techniques. This research uses instruments such as responsibility questionnaire and interview. The results showed that Sport Education Model (SEM) provides a significant influence on responsibility in basketball games

*Corresponding address : LINGK. Giri Asih Blok. Dukuh Sawah No. 352 RT/RW 001/004 Kel. Majalengka Wetan Kec. Majalengka Kab. Majalengka

*Corresponding email   : sisiwulan17@student.upi.edu

INTRODUCTION

Basketball is a big ball game played by two teams, consisting of five players on the team's team, whose aim is to put the ball into the opponent's basket as much as possible and defend the basket itself so that the opposing team does not enter it. Basketball is a game that is competitive because it has a fast playing tempo so it must have strong skills and endurance for the players. The development of the game of basketball is very rapid, since Dr. James Naismith introduced the first game of basketball in 1891 in America. Previously this sport used a soccer ball and two baskets of peaches as a playing device. In 1896 Dr. James Naismith founded the Amateur Sport Federation, this federation which is then responsible for the rules and changes. Over time, many students who were attracted to this game and the game of basketball spread to high schools, universities, church clubs and military barracks.

Basketball is one of the most popular sports in the world (Jhon Oliver, 2007). There have been many professional leagues formed in various countries around the world. One of them is the National Basketball Association (NBA) in America, which has given birth to many legendary players, such as Michael Jordan, Kobe Bryant, etc. The Indonesian state itself, since the establishment of PERBASI (the Indonesian Basketball Association) in 1955 as the organization that houses all basketball activities in Indonesia, has started to organize a competition between professional clubs, namely the Indonesian Basketball League (IBL), is an annual competition which was originally known as Kobatama, which is the first step in the history of Indonesia's top club competition.

Basketball is included in the curriculum and taught during teaching and learning at SMP / equivalent in Indonesia. In the learning process of basketball, there are several important factors that support the success of the goals to be achieved, namely Human Resources (HR), facilities and infrastructure, as well as learning methods. Students as part of HR have the responsibility for their duties as students who are disciplined in following the learning process, also have good physical, mental, and intellectual teachers as student facilitators to support student success in the learning process.

Based on teaching experience during the Field Introduction Program (PPL-*Program Pengenalan Lapangan*) at SMP 1 Cimahi, students' responsibility is still low in carrying out the learning process properly and accordingly. Students do school assignments not on time, delay in learning, especially physical education learning, and are not responsible for tidying up sports equipment that have been used by only relying on a few people.

The game of basketball has a goal so that students can be enthusiastic so that they can increase their ability and responsibility in playing. In learning basketball games, a suitable and good learning strategy is needed. So that in this study the authors tried to apply sport education model to increase the responsibility of students in learning basketball games.

Responsibility is human awareness of all behavior and deeds, humans should not do whatever they want because civilized or cultured humans are humans who have a high sense of responsibility. Responsibility is an easy attitude but difficult to implement. In fact, there are still many people who do whatever they want without looking around. As stated by (Lickona, 2013), he stated that responsibility means carrying out a job or obligation in the family, at school, or at work wholeheartedly and giving the best. The responsibility as a student in school is to learn well by doing school work and carrying out school rules. To achieve maximum learning, students must have a sense of responsibility in their duties at school with good learning, students who lack a sense of responsibility will find it difficult to accept lessons well.

Enlarging the description above, the authors are interested in examining this problem with the title "The Influence of the Sport Education Model on Responsibility in Basketball Games"

METHODS

Research design is the basis for conducting research. As stated by Nasution (2004: 40) that "Research design is a plan on how to collect and analyze data in accordance with the research objectives. In this study using descriptive research with a quantitative approach. Descriptive research is a method used to describe or analyze a research result but is not used to make broader conclusions. (Sugiyono, 2013). Quantitative research can be interpreted as a research method based on the philosophy of positivism, used to examine certain populations or samples, sampling techniques are generally carried out randomly, data collection uses research instruments, data analysis is

quantitative / statistical in order to test existing hypotheses (Sugiyono 2013).

Partisipans

Research participants used in this study were students of secondary school 1 Cimahi who participated in basketball extracurricular activities and non basketball

Sampling Procedures

Extracurricular activities using purposive sampling technique. The subjects used in this study were 30 students who took basketball extracurricular activities and 30 non-basketball extracurricular students, as well as basketball extracurricular teachers at secondary school 1 Cimahi.

Materials and Apparatus

Data collection techniques in this study using interview instruments and questionnaires (questionnaire). in the form of an interview containing the application of the sports education model in basketball extracurricular activities and a questionnaire to determine the level of student responsibility by using a questionnaire from Hellison (in Metzler, 2005, p. 446) regarding responsibility indicators consisting of 36 statements. The instrument was then tested for validity.

Procedures

The following are the results of the interviews the author has conducted with the speakers, as a basketball extracurricular teacher at secondary school1 Cimahi. It is known that the responsibility attitude of students who take extracurricular basketball at secondary school 1 Cimahi can be said to be good, of course thanks to the education of a teacher who has given assignments to students as a basketball player, for example seen from coming to practice on time and also following routine training every week, as well as the task of movement and material given at each meeting, of course according to the instructions given, when playing they are given their respective tasks according to their role and position in the team, and have done it well, it can be seen from the achievements obtained in the last year they have been successful get the title of champion. Outside training at school they add to the training schedule by following the selected club. During the competition they listen to and carry out their responsibilities as players according to their position and duties with instructions given by the

instructor / coach in the field until the match is over. After the match finished and earned the title they were active in fixing the deficiencies when competing in the next training in order to continue to develop and get a higher title.

Design or Data Analysis

The statistical assumption test is carried out to test a hypothesis, namely the data normality test. The normality test was performed on the basketball extracurricular and non-basketball extracurricular group data. This is done to find out whether the data is normally distributed or not. The normality test uses the Kolmogorov-Smirnov formula in calculations using the SPSS program. To find out whether it is normal or not is if sig. > 0.05 then the data is normal and if sig. <0.05, the data is said to be abnormal. The calculation results obtained are as follows:

Table 1 Normality Data Test

IInstrumen Tes	Mean Ekskul Basket	Mean Non Ekskul Basket	T Hitung	T Tabel	Sig.
Tanggung Jawab	129.70	112.90	14.217	2.045	.000

It can be seen that the data from the basketball extracurricular group responsibility has a sig value. 0.20> 0.05 and non basketball extracurricular has a sig value. 0.183> 0.05. So it can be concluded that the results of the basketball extracurricular and non-basketball extracurricular groups are normally distributed.

Homogeneity test was performed on basketball extracurricular and non-basketball extracurricular group data. This is done to find out whether the two data are homogeneous or not. To find out whether it is homogeneous is if sig. > 0.05 then the data is homogeneous and if sig. <0.05, the data is said to be not homogeneous. While the homogeneity test value has a sig value. 0.084> 0.05. Then Ho is accepted, so the two groups of virgins have the same variance or Homogeneous.

RESULTS

Based on the results of the assumption test in the form of normality test and homogeneity test. Then the next step is to test the hypothesis using the independent sample t test method with the criteria if

the value is sig. smaller than a (0.05), it can be concluded that there is a significant difference.

Table 2. Hipothesis test

Instrumen Tes	Kelompok	Sig.	Kesimpulan
Tanggung Jawab	Ekskul Basket	.200	Normal
	Non Ekskul Basket	.183	Normal

Ket: * = Nilai p-value

Based on the table above, information is obtained related to the summary statistics of the responsibility data for the basketball extracurricular and non-basketball extracurricular groups. It is known that the average value of the basketball extracurricular group was higher than the non-basketball extracurricular group, with 129.70 and 112.90, respectively. Also obtained from the results of the Independent T Test that the value of t count> t table is at a significance level of 5% (14.217> 2.045) and has a value of p <0.05 (0.000 <0.05) then from the hypothesis is accepted that there is a significant difference in the basketball extracurricular and non-basketball extracurricular groups.

DISCUSSION

Based on the results of calculations and data processing using statistical methods regarding the effect of the sport education model on responsibility in the basketball game, it is found that the sports education learning model has a significant effect on student responsibility. In practice, only taking data once, namely by filling out a questionnaire via google form and conducting an interview to find out which sports education model is used.

In the implementation, the writer conducted interviews with basketball extracurricular teachers at secondary school1 Cimahi. It was found that basketball extracurricular activities at secondary school1 Cimahi were to know the student's responsibility attitude during practice by applying the sports education model. After that, the questionnaire was filled with responsibility attitudes towards samples via google form. The sport education model is able to train students to increase their attitude of responsibility, as stated by (Dyson et al., 2004) that the sport education model is a learning model that has a great opportunity to foster a sense of leadership, responsibility, and cooperation as a result of sports behavior. . The teacher deliberately shifts responsibility to students who are engaged in

authentic, meaningful, and learning tasks. The typical SE season involves students not only in learning skills and playing games, but also in adopting leadership positions and taking leadership positions responsibility for the implementation of the unit. Student roles may include coach, captain, referee, goal scorer, statistician and members of the organizing board sport. Thus SE is designed to offer students a more complete sports experience compared to isolated players.

Thus, it is proven that the sport education model affects the responsibility of students in playing basketball, it can be seen from the average data obtained in the basketball extracurricular sample group is higher than the non-basketball extracurricular group (129.70> 112.90). This answers the hypothesis in this study that by applying the sport education model, the attitude of responsiveness of secondary school1 Cimahi students in playing basketball can be increased.

CONCLUSION

This study provides information for physical education teachers that the sports education learning model is a reference material in designing learning and activities at school that can improve the expected quality of learning. And it can increase the attitude of student responsibility through the roles and tasks contained in this learning model.

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