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DEVELOPMENT OF SHORT STORY BASIC MOVEMENT TRHOW- CATCH AT ELEMENTARY SCHOOL

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Abstract

This study aims to develop a learning medium for short storybooks of basic motion material for catching. The research method used is to adopt the research and development (R & D) model of Borg and Gall up to the 3rd stage, namely 1) Research and Information Collection, 2) Planning, 3) Develop Preliminary of Product Data collection using observation, questionnaires, and interviews, Data analysis techniques using qualitative and quantitative data. The stages start from (1) Research and information collecting, the results of the needs analysis show that there is a need for updates to make learning media in the form of short storybooks that are more innovative and interesting so that students learn data anywhere at any time without being limited by space and time. (2) Planning, making a research plan by forming a team according to the expertise needed to help develop research products. (3) Develop Preliminary of Product to create a model / design of learning book products that are outlined in interesting images and short stories to improve student reading literacy and theoretical feasibility tests by involving expert judgments, namely learning experts, material experts and media experts. Hasil research shows that Learning Media in the form of short storybooks of basic motion material for throwing is declared suitable for use in elementary school students.


Keywords: Learning Media; Short Storybooks; Basic Motion; Trhow-Catch

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INTRODUCTION

Physical Education learning in schools gives its own color in the development of knowledge in students' cognitive skills towards physical activities that will be carried out to explore themselves into healthy creative and innovative individuals in each of their learning. "Cognitive skills include the development of knowledge and understanding, and the ability to apply learned information in new

situations" (Russell, et. al, 2016). The development of motion in childhood is very prominent, especially in locomotor, nonlocomotor and manipulative motion abilities. This is corroborated by (Gandotra et al., 2020) Fundamental movement skills are the basis for more advanced skills and comprise object control, locomotor, and balance skills.

The application of the procedure of combination of locomotor, non-locomotor, and manipulative motion patterns according to the concepts of body, space, effort, and connectedness in various simple and or traditional large ball games and practicing combinations of locomotor, non-locomotor, and manipulative motion according to the concepts of body, space, effort, and connectedness in various simple and or traditional large ball games is the goal of learning at the elementary school level. Starting from this, students need to understand students before they practice these movements cognitively, but it is necessary to have the right learning media support in the process of transferring subject matter information that students will receive.

In the era of education 4.0, students' interest in reading, especially students at the elementary school level, needs to be improved and reading can bridge students in knowing, understanding, and applying the knowledge gained in school (Rohim & Rahmawati, 2020) (Wulanjani, A. N., & Anggraeni, 2019). (Wulanjani, A. N., & Anggraeni, 2019) Transformative learning is a complex process that involves changing the way one perceives a problem and how expectations affect the way one thinks, feels and behaves (Briese et al., 2020). The current condition is the lack of student literacy in reading and looking for sources of information related to the learning to be carried out. The implementation of the school literacy movement consists of 3 stages, namely the habituation stage, the development stage and the learning stage (Dharma, 2013). In addition, the learning carried out tends to be centered on teachers who only use the teacher's speaking skills in explaining, without being accompanied by learning media, can cause laziness and boredom in students in participating in learning.



Thus the use of media can foster students' interest in learning new things in the learning material delivered by the teacher so that it can be easily understood (Nurrita, 2018), (Nurrita, 2018) it is highly recommended to improve the quality of learning in schools, especially physical education subjects. The development of appropriate Learning Media can stimulate students to be able to perform basic movements well, especially in the throwing and catching movement. Learning media has a very big role for teachers, namely to convey the basic concepts of the material and for students in receiving the knowledge that the teacher conveys to him (Andrijati, 2014)

Throw-catch movements require good mastery of movements so it is necessary to understand well before children practice their movements. Short storybooks are expected to provide a stimulus in improving student reading literacy so that students can learn fun, a more enjoyable children's learning experience will create superior learners (Chan et al., 2019) Short stories are able to be a forum for conveying ideas and ideas thought by the author (Desvianti, 2020). Short stories can be an interactive learning medium by bringing students with different conditions in learning the basic movements of catching.

METHOD

⁶ The research method used in this study is a research and development method that adopts from the theory (Borg & Gall, 1983) which has 10 steps or stages of development that are quite clear, but in this study the researcher only takes up to the 3rd step of Develop Preliminary Form of Product based on the needs of this research. The research will be conducted at SDN 238 Palembang. ⁴ The data obtained are quantitative data and qualitative data in the form of reasons for choosing answers and suggestions.

The instruments used for data collection are in the form of evaluation sheets and questionnaires. Evaluation sheets are used to collect data from learning experts, media experts and material experts. ⁵ ¹ In this development research, the data analysis techniques used are qualitative and quantitative descriptive

statistical analysis techniques. The data analysis technique used in this development research is to use descriptive analysis techniques in the form of persentase (Sukirman, 2003)

$$f = \frac{f'}{N} \times 100\%$$

Information:

F' = Relativ frequency /percentage number

f = Frequency being searched for

percentage N = Total of all data

100 % = Kostanta

RESULT AND DISCUSSION

Before this product was developed, this research began first with a needs analysis. Overall, there are two general objectives to be revealed in the preliminary study or needs analysis, namely: (a) Development of basic motion learning for short storybook-based catch throws aims to make learning media renewed in Elementary Schools (SD), especially Physical Education learning, (b) Development of basic motion learning of catch throwing to improve basic movement skills of catch throwing in grade V elementary school students. Based on the results of the distribution of questionnaires above, it can be concluded that there is a need for updates to make teaching media in the form of Physical Education learning books basic movement materials for throwing catches that are more effective than before.

After carrying out the research and information collecting of the researcher to make a plan in accordance with the purpose of this study, namely developing a learning medium for short storybooks of basic motion throwing material at the elementary school level grade V that is interesting tailored to the characteristics of students is expected to foster interest in student reading literacy. This research involves related parties such as experts in the field of Physical Education learning, material experts, and media experts. In addition, a support team is also needed in



this research, including the graphis design team and the team in the field is tasked with assisting researchers during the research process.

At the stage of developing primary form of product, researchers developed 8 forms of basic motion learning and each of them was decomposed into short stories that were already in the form of short story books but after expert validation tests that were considered feasible by experts only 6 forms of learning. The data is as follows:

Table 1. Expert Validation

No	Basic Motion Learning	Material Expert		Learning Expert		Media Expert		Conclusion
		Proper	Not Worth It	Proper	Not Worth It	Proper	Not Worth It	
1	Raise Hand Lala Lala	✓		✓		✓		Proper
2	Hand Span Lala Lala	✓		✓			✓	Proper
3	Throwing Tunderballs	✓		✓		✓		Proper
4	Throwing Treasurs	✓		✓		✓		Proper
5	Throwing Catch Hula Hula		✓	✓		✓		Proper
6	Throwing, Running, Catching	✓			✓	✓		Proper
7	Throwing, Running, Jumping, Catching	✓			✓		✓	Not Worth It
8	Reflection of the Wall	✓			✓		✓	Not Worth It

Based on the data above, there are several notes and suggestions from the three experts As for the advice from experts, namely:

1. The second lesson (Lala Lala's Hand Spout), Media Expert suggests that the image be changed because it does not fit the description of the story



2. Fifth Learning (Throwing Catch Hula Hula), Material Expert Suggests that movements be made easier considering that the target is a grade V elementary school child
3. Sixth Learning (Throwing a Catch Run), The Learning Expert suggests that the implementation of learning should be ensured a safe and flat place.
4. The language expressed in short stories is very good, but use relaxed language so that children can more easily imagine.
5. Book design choose bright colors to better interest children.

These six learnings are considered feasible by experts to be learning basic movements that are fun but do not come out of the concept of physical education, namely developing physically, mentally, emotionally, and socially. This is in line with what is stated by (Bandi, 2017) physical education learning, namely education that aims to develop physical, mental, emotional, and social, through pleasant physical activity. To support this, it is necessary to have a good understanding of the basic movements of the catch throw in a cognitional manner. Thus, it is necessary to have the right learning media to improve the understanding of basic movements of cognitional throwing. Here researchers develop learning media for short story books (short stories) basic motion throwing material at the elementary school level in Palembang. The goal is that in addition to making physical education learning a fun learning and still conforming to the concept of physical education, it must also instill more value, one of which is to be able to improve students' reading literacy.

Reading is a window to the world because through reading students can gain broader knowledge. If the reading interest of Indonesian students is relatively low, it can be ascertained that the student has limited knowledge (Christanti, 2017). According to (Meiers, 2004) revealed that one of the factors that can affect reading literacy ability is the high low interest in reading a person. This is where the role of the teacher is expected to be able to increase the interest in reading and writing of a student. At all times, learning implementation activities continue to

develop in accordance with the demands of global needs. Teachers must race against time by making the learner personal. Various methods, techniques, approaches, and learning models urgently need to be learned (Zulhafizh, 2021). So there is a need for a good teacher's strategy so that students' interest in reading increases.

In this regard, physical education learning must also contribute to improving student reading literacy. For this reason, the basic movement learning of the catch throw is packaged into a short story book (short story).



Figure 1. Book Cover

CONCLUSION

Based on the results of the assessment of experts, on the product of developing learning media for short story books (short stories) basic motion throwing material at the elementary school level in Palembang, it can be concluded that:

The development product in the form of learning media learning model for short story books (short stories) basic motion throwing material at the elementary school level has been declared feasible



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