Analysis of Learning Implementation Plans for High Order Thinking Skills (HOTS) Oriented Big Ball Game Materials in State Junior High Schools in Bantul Regency

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ABSTRACT

The Learning Implementation Plan (RPP) is the main key in learning. This study aims to analyze the lesson plans for large ball games oriented towards High Order Thinking Skills (HOTS) in State Junior High Schools throughout Bantul Regency, Yogyakarta Special Region. The design in this research is descriptive quantitative, with document analysis method. The document analysis covers 22 lesson plans from 22 schools. The sampling technique used purposive sampling. The main analysis includes the analysis of the big ball game lesson plans covering eight components or indicators, namely: formulation of indicators, learning objectives, learning methods, learning activities, learning assessments, learning media, learning materials, and learning resources using document analysis guidelines with descriptors ranging from 1 (not suitable) to 4 (very suitable). The data analysis technique uses quantitative descriptive analysis and is presented in the form of percentages. The results showed that the overall HOTS-oriented big ball game RPP analysis was included in the appropriate category. The learning resource component is the lesson plan component which has the lowest average of 3.05. The learning activity component is the lesson plan component which has the highest average of 4.00. It can be concluded that learning resources need to get the main attention to be improved in order to realize HOTS learning. Therefore, future research should consider the type of game, level of education, region or area, and conditions (COVID-19 pandemic).

Kata Kunci: *analysis, big ball game material, HOTS*