

Analysis of Big Ball Game Learning Materials Oriented High Order Thinking Skills (HOTS) in public high schools throughout Bantul Regency

by Riky Dwihandaka, Suhadi, Nurhadi Santoso, Sri Mawarti

ABSTRACT

Learning Implementation Plan (RPP) is the main key in learning. This study aims to analyze the RPP of a large ball game oriented High Order Thinking Skills (HOTS) in public high schools in Bantul Regency, Yogyakarta Special Region. The design in this research is descriptive quantitative, with document analysis method. The document analysis includes 16 RPP from 16 schools. The sampling technique used purposive sampling. The main analysis includes the analysis of the lesson plan for big ball games including eight components or indicators, namely: the formulation of indicators, learning objectives, learning methods, learning media, learning materials, learning resources, learning activities, and learning assessments using document analysis guidelines with a descriptor range of 1 (inappropriate) through 4 (very suitable). The data analysis technique used quantitative descriptive analysis and was presented in the form of a percentage. The results showed that the analysis of the RPP for big ball games with HOTS orientation as a whole was in the sufficient category with a range of values ??of eight indicators from 29 to 84. The learning resource component is the lesson plan component which has the lowest average, namely 1.94. The learning activity component is the lesson plan component which has the highest average, namely 19.12. 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 play, level of education, region or area, and conditions (Covid Pandemic 19).

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