IMPLEMENTATION OF LESSON STUDY OF TARGET GAME LECTURE TO IMPROVE THE LEARNING QUALITY AND DEVELOPING STUDENTS' VIRTUOUS VALUE

by Sigit Nugroho, Ahmad Nasrulloh, Riky Dwihandaka, Heri Yoga Prayadi

ABSTRACT

This research is classroom action research about the pattern / way of teaching on the target game course. The emphasis of this research is on the design of teaching pattern change from the conservative to the teaching based on the virtuous values ??by applying lesson study learning.

The main purpose of this research is to obtain the pattern of lesson study based learning implementation so that it can improve the quality of learning on the target game course. The specific objective to be achieved in this research is to find the right target game teaching strategy for Faculty of Sport Sciences students so that students' virtuous values ??can be integrated. The design of the research is through the processing and descriptive data analysis consisting of 1). Data description, 2) data validation, 3) data interpretation. The stages of the research implementation o include Preparation Stage, Implementation Stage: this stage consists of 1) planning, 2) acting, 3) observing, and 4) reflecting and the final stage. The research action design includes three cycles.

Based on the result of the research, it is concluded that the pattern of lesson study implementation in the target game course can improve the quality of learning, proven by the results obtained in accordance with the target desired by the researcher. The character value achieved by the students in the overall target game subject is obtained that the character value of the noble value is 100%, followed by the value of honesty character (99.05%), the character value of responsibility (98.10%), (97,62%), character value of tolerance (97,14%), and the character value of discipline (95,95%). Thus, the method applied is able to meet the desired target of improving the quality of learning and developing the value of student character.

Kata Kunci: *Lesson study, learning quality, and character*