

Invasion of Game Learning Training for Junior High School Teachers in Sleman Regency

by Komarudin, Saryono, ari Iswanto, Rido Gatha

ABSTRACT

Physical education related to the learning process that involves students as the main object of cognitive, affective, and psychomotor as well as life support and identifying the talents of students. The differences of physical, psychological and social emotional abilities between the students are consideration for teachers to modify the learning method and provide the infrastructure for physical activities. In the activity of physical learning, the teachers have responsibilities to make effective activities, active and doing by the instructions in providing feedback. The example forms of game that have the sequence of fundamental kinetic such as running, balance, agility, and throwing, are through invasion games. However, there are several issues that must be considered in the learning method itself. It is not only due to the lack of optimal teaching methods/techniques but it also lack of the application of various invasion games learning activities, both in teaching and learning activities and in extracurricular activities. Therefore, this program was aimed to train the teachers in learning invasion games of physical learning and sports. The methods in this program are lecturing, discussions, distribution of teaching materials and assignments that conducted by online with zoom meeting application. Based on the theory and practice, the results of this training program can be used as teaching materials so that teaching and learning activities at the junior high school are more attractive to students. In the other hand, the invasion game is a method to make physical education learning more innovative for students because the center of discussion is on the students, nor the teacher.

Kata Kunci: Physical learning, innovation, and invasion games.