LEVEL OF KNOWLEDGE ABOUT THE GAME STUDENTS FIK UNY INVASION OF TEACHING APPROACH THROUGH THE GAME FOR UNDERSTANDING (TGFU) IN THE YEAR 2016

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ABSTRACT

Based on the results of observation there are some students who lack an understanding of the nature and purpose of the invasion game with TGFU approach. Many of the students who only understand one of those games that they do any invasion. This study aims to determine the level of student knowledge about the game FIK UNY invasion through TGFU approach in the academic year 2015-2016.
This research is quantitative descriptive.
The method used in this research is survey method with instruments and data collection techniques using the knowledge test. Subjects in this study were all students PGSD Penjas FIK UNY campus Wates, Yogyakarta taking courses invasion game in the 2015-2016 school year were taken by total sampling, which amounted to 69 students. Data analysis techniques in this study using quantitative descriptive statistical analysis techniques with a percentage based on the norms of reference guidelines on the assessment benchmark numbers (PAN).
Based on the results of research and discussion can be seen that: the level of student knowledge PGSD Penjas FIK UNY campus Wates about the game through an approach TGFU invasion in 2016 which is in the interval scores from 0 to 29.99 or the category of "Very Low (SR)" from 0 students (0.00%), is in the interval score of 30 to 49.99 or the category of "Low (R)" as much as 0 students (0.00%), is in the interval score of 50 to 69.99 or in the category "Medium (S) "as many as four students (5.80%), is in the interval score of 70 to 89.99 or in the category" High (T) "as many as 52 students (75.36%) and is in the interval score of 90-100 or at category of "Very High (ST)" as many as 13 students (18.84%).

Kata Kunci: *Keywords: Student Knowledge Level, Game Invasion, TGFU approach.*