

EFEKTIVITAS MODEL PEMBELAJARAN HYBRID BERBASIS NONLINEAR PEDAGOGY PADA PERMAINAN NET TERHADAP SKILL ACQUISITION DAN DECISION MAKING

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ABSTRACT

This study aims to determine the difference in the effectiveness of physical education learning using a hybrid model with a nonlinear pedagogy approach to net games with Teaching Game For Understanding (TGUFU), Cooperative Learning (CL) and Sport Education (SE) learning models, conventional model learning with a linear pedagogy approach, and learning models used by teachers (control) provide different effects on effectiveness in the aspects of decision making and skill acquisition domains in upper grade elementary school students.

This research is a pseudo-experimental research to determine the comparison of the effectiveness of the learning model approach, using Nonequivalent Control Group Design. This research was conducted at SD N Borobudur 1 and SD N Candirejo 1. The research subjects consisted of students with a total population of 540 students and a research sample of 78 students. Data were collected using the pre-post test method with observation and documentation. The data were analyzed by two-way anova test, one-way anova test, and paired sample t-test.

Keywords: *nonlinear pedagogy, hybrid model, physical education, elementary school*

Kata Kunci: *nonlinear pedagogi, model hybrid, pendidikan jasmani, Sekolah Dasar*