

DEVELOPMENT OF WATER FUN GAMES TO INCREASE THE POTENTIAL ABILITY FOR SWIMMING AND CHARACTER BEHAVIOR PRIMARY SCHOOL STUDENT

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ABSTRACT

The purpose of this study was to develop a game (water fun games) are likely to increase the potential ability to swim as well as foster student character behavior. Specific objectives to be achieved: (1) Develop a teaching book game, (2) Conduct product trials teaching book of water game. To achieve these targets, the study was designed through the study of research & development in five phases. This study was preceded by focus group discussions, in-depth interviews, non-participant observation and aiming to obtain a picture of the student and teacher perceptions about the learning needs of water in aquatic games. Research subjects perceived the need to obtain water games are students and teachers of physical education. The subject of research to develop the water games are expert physical education and learning experts aquatic. Test subject is an elementary school students. Data analysis using descriptive statistics and analysis of variance. The results showed 33 form have been drafting an integrated water games character values ??that are expected to improve swimming skills. Water game contains among others: water game name, image, goals, levels of the game, the equipment used, the depth of water, place settings, number of participants, how to play, potential developed swimming skills, and character behavior.

Kata Kunci: water fun games, potential ability to swim, character behavior