

The Influence of Implementation of Traditional Games in PJOK Learning on the Social Behavior of Class IV Students at SDS Muhammadiyah 4 Jakarta

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DOI: 10.56773/apesj/V2i1.19

Abstract: This research aims to influence the implementation of traditional games in PJOK Learning on Social Behavior of Class IV Students at SDS Muhammadiyah 4 Jakarta. This type of research is a one group pretest-posttest design. with random sampling technique. The instrument used was a questionnaire which was distributed using a Google form. Data analysis uses descriptive percentages. From the results of the study there were results from social behavior in elementary school students. The conclusion of this study was based on the results of management and analysis of research data on "The Influence of Implementation of Traditional Games in PJOK Learning on the Social Behavior of Class IV Students at SDS Muhammadiyah 4 Jakarta" there were results of all student respondents SDS Muhammadiyah 4 elementary school students showed that SDS Muhammadiyah 4 elementary school students were included in the high category with an average score of 74.06%.

Kata kunci: PJOK Learning, Social Behavior, Traditional Games.

INTRODUCTION

Education is something that cannot be separated in life. Everyone gets education since he was born. In this case, parents play an important role in creating this education. Of course, the role of education cannot be carried out by one party to create a quality and dignified generation. Education is first obtained by individuals, namely in the family environment, school environment, and community environment.

Education is something that is important in people's lives because through education we can understand a lot of things. Education is an effort that is carried out in a structured and logical manner aimed at fostering and developing a person to become a more mature person in order to be able to make decisions

wisely and have an impact on the need for education in people's lives (Mudzakir,D.O,2020).

Physical education is one of the subjects that must be taught in schools. This subject develops three learning domains, namely: affective, psychomotor, and cognitive in children whose implementation can be both theoretical and active. Sports and health physical education seeks to achieve educational goals through physical activity. The physical activities taught include: big ball games (soccer, volleyball, basketball), small ball games (kasti, rounders, table tennis) and 9 out bound development activities). Learning physical education or physical activity is mostly done outdoors or outdoor. Social behavior is of course highly expected to arise in physical education learning activities, because in the learning process in physical education students will be directed to have a level of physical and spiritual fitness as well as good social attitudes and behavior. As previously explained, the purpose of physical education is not just one aspect to be achieved, but there are psychomotor, cognitive and affective aspects. What is certainly felt is that the goal of physical education is to make the performers have good physical fitness to support their lives. Physical education, sports and health lessons are media to encourage students' motor development, physical abilities, knowledge, reasoning, appreciation of values and habituation of healthy lifestyles to stimulate balanced student growth and development.

Observations made by researchers at one of the elementary schools, namely at Muhammadiyah 4 Cawang Elementary School, show that the social behavior shown by students during the learning process is felt to be lacking, this is due to the lack of opportunities for students to get games that are in accordance with predetermined goals. Departing from the problems that have been described above, the author wishes to know the effect of traditional games on social behavior. It comes to the writer's attention to be used as a research which the writer writes in the title "The Influence of Implementation of Traditional Games in PJOK Learning on the Social Behavior of Class IV Students SDS Muhammadiyah 4.

Social behavior is an atmosphere of interdependence which is a must to guarantee human existence. There is a bond of interdependence between one person and another. This means that human survival takes place in an atmosphere of mutual support in togetherness (Nunu F, 2019).

Social behavior that will eventually shape a person's character should lead to good character and in accordance with educational goals. In essence the school environment is one of the important elements as a place to educate people to be better, including in the formation of character, attitude and honesty in students who should (Nunu F, 2019).

that social behavior is behavior or actions related to actions directly related to or connected with social value.

The definition of traditional games according to the Center for Development of Outer School Education and Youth, in a book entitled "Indonesian Traditional Children's Play Collection". Traditional games are one of the results of culture which contain a lot of educational values, traditional games are more dominantly played by more than one person alias in groups so they can train interaction and teamwork. In addition, the tools or equipment used are relatively simple (BPPLSP, 2006).

Traditional games are a result of the culture of society, originating from a very old era, which has grown and lived up to now, with its supporting community consisting of young and old, men and women, rich and poor, noble people, with no difference (Mulyani Novi, 2016).

concluded that traditional games are games that are spread all over the archipelago to the world originating from ancestors from very old times, who have grown and lived until now, with a supporting community consisting of young and old, men and women, rich poor, noble people , with no difference and sharpens, sharpens, grows the child's brain, gives birth to empathy, builds social awareness, and emphasizes individuality.

To assist and complement in preparing this research, the researcher looks for relevant materials according to the research to be studied. The research relevant to this research is as follows.

Firstly, Research conducted by Saeful Abidin. (2015) entitled The Effect of Traditional Games on Social Behavior and Physical Fitness. Experimental Study of Class VIII Students of SMP Negeri 2 Megamendung. This study aims to find out that physical education learning can be achieved if it is designed systematically from the start of the lesson plan to the final evaluation of the lesson. There are alternative learning designs in achieving these goals, one of which is with a game, in which the game contains aspects such as a spirit of competition, cooperation, social interaction, and moral education. Therefore these aspects must be grown and developed for each student. Several aspects of social and physical fitness that are expected to be fostered through traditional games which include games of bebentengan, boi boian, galasin, and fishing nets are cooperation, mutual respect, leadership, and obedience to applicable rules. Based on the background above, the formulation of the research problem is as follows: how much does traditional games have a significant influence on students' social behavior and physical fitness. The purpose of this study was to find out how much influence traditional games had on students' social behavior and physical fitness. The method used is the experimental method. The instrument used in this study was using a questionnaire as a measure of social behavior and for physical fitness

using the TKJI test (Indonesian Physical Fitness Test). The population in this study were students of class VIII A-H SMP Negeri 2 Megamendung totaling 288 students. The sample of this research was 60 students who were taken using simple random sampling technique. Based on the test results and data analysis obtained t-count social behavior $9.74 > t\text{-table } 2.00$ then h_1 is accepted meaning that there is influence from traditional games on students' social behavior and t-count $4.51 > t\text{-table } 2.000$ then h_1 is accepted This means that there is an influence from traditional games on students' physical fitness. In conclusion, there is an influence from traditional games on students' social behavior and affects students' physical fitness.

Secondly, Research conducted by Heru Sulistadinata's research (2022) The effect of implementing traditional fortification games and beam running on the self-confidence of Kiansantang Vocational High School students in Bandung city. In this study the problem to be discussed is about the self-confidence of students at Kiansantang Vocational School, Bandung City. Purpose: To find out whether there is a significant effect of the application of traditional games of fortification and beam running on the self-confidence of students of Kiansantang Vocational School, Bandung City. The benefit of this research is that theoretically it can be used as information and meaningful scientific contributions for formal, non-formal and informal educational institutions. The method used is the experimental method, namely the development of science and technology in order to produce a product that can be enjoyed by the public safely. The population in this study were students of Kiansantang Vocational School, Bandung City. The sample used was 27 people with the Cluster Sampling (Area Sampling) data collection technique. The instrument used was a questionnaire with a total of 35 questions with an instrument reliability of 0.893. The results of the significance level test show that the Sig. (2-tailed) of 0.000 is less than <0.05 , it can be concluded that H_1 is accepted and H_0 is rejected. This means that there is a significant influence of the application of traditional games of fortification and beam running on the self-confidence of Kiansantang High School students in Bandung City. The results of data processing the percentage of self-confidence is 91.78%, with sub-variables of belief in self-ability 82.96%, optimistic 92.59%, objective 90.33%, and responsible 91.85%, rational and realistic 89.38% . The conclusion of this study is that there is a high influence of the application of traditional games of fortification and beam running on self-confidence.

RESEARCH METHODS

The research design used in this study is the One Group Pretest-Posttest Design. This research was carried out in one group or one class, and the group was given an initial test first, before being given treatment, then the group was given treatment using the traditional badamprak game, after giving the treatment a final test was given so that it could be compared with the conditions before being given treatment. . The reason why the researcher used the one group pretest and posttest design was because the researcher experienced obstacles and limitations, both in determining the sample and the limited time that the researcher had. Even so, researchers still try to minimize failures during the research (Sugiyono,2016, hlm 11).

The data obtained from the research will be presented as is and will not draw further conclusions from the existing data. In quantitative research, the sample is part of the number and characteristics possessed by the population (Sugiyono, 2018). Sampling used in this study is total sampling. grade IV SDS Muhammadiyah 4 students, totaling 30 people. In this study, to test whether the instrument that has been tested is valid or not, it is carried out using the Pearson Product Moment formula. 2018) which states that, a valid instrument means that the measuring instrument used to obtain (measure) data is valid. Valid means that the instrument can be used to measure what should be measured by comparing the calculated r value with the r table in the product moment r value table with a significant level of 0.05 (5%). In this study, to test the reliability, the author uses a reliability test using the Reliability Analysis formula. If Cronbach's Alpha value is > 0.60 then the questionnaire is declared reliable or consistent.

If Cronbach's Alpha value is < 0.60 then the questionnaire is declared unreliable or inconsistent. Valid means that the instrument can be used to measure what should be measured by comparing the calculated r value with the r table in the product moment r value table with a significant level of 0.05 (5%). In this study, to test the reliability, the author uses a reliability test using the Reliability Analysis formula. If Cronbach's Alpha value is > 0.60 then the questionnaire is declared reliable or consistent. If Cronbach's Alpha value is < 0.60 then the questionnaire is declared unreliable or inconsistent. Valid means that the instrument can be used to measure what should be measured by comparing the calculated r value with the r table in the product moment r value table with a significant level of 0.05 (5%). In this study, to test the reliability, the author uses a reliability test using the Reliability Analysis formula. If Cronbach's Alpha value is > 0.60 then the questionnaire is declared reliable

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RESULT AND DISCUSSION

Sub Hasil

Data on the influence of the implementation of traditional games in PJOK learning on class IV students at SDS Muhammadiyah 4 Jakarta can be seen from observations during the training process and the results of distributing questionnaires or questionnaires. In this section regarding the results of research and analysis of thesis writing entitled "The Influence of the Implementation of Traditional Games in PJOK Learning on Class IV SDS Muhammadiyah 4 Jakarta Students", the researcher conducted data collection research by distributing questionnaires to respondents. The data that has been collected is processed using statistical test analysis techniques and calculate the percentage of each item answered in the questionnaire to tabulate the percentage of data.

In the discussion there must be citations/references from other research results. Compare how your research turned out with relevant research.

Table 1. Frequency Distribution of Respondents question

No.	Answer Choices	Frekuensi	Presentase
1.	Strongly Agree	10	33,3
2.	Agree	16	53,5
3.	Disagree	4	13,3
4.	Strongly Disagree	0	0
Amount		30	100

Based on Table 1, it can be seen that in this study most of the respondents were totally disagree with a total of 0 people an a percentage (0%), respondents question don't agree with a total 4 people and the percentage (13,3%), respondents question agree with a total 16 people and the percenatage (53,5%), respondents question strongly agree with a total 10 people and the percentgae (33,3%).

Tabel 2. Frequency Distribution of Respondents' Gender

No.	Gender	Frekuensi	Presentase
1.	Male	16	53,5
2.	Female	14	46,7
Amount		30	100

Based on Table 2, it can be seen that in this study respondents with female 14 people and the percentage (46,7%), respondents with male 16 people and the percentage (53,5%).

Table 3. Pretest Score Classification

No.	Interval	Category	Frequency
1	$89\% \leq X$	Very High	0
2	$73\% \leq X \leq 88\%$	High	16
3	$57\% \leq X \leq 72\%$	Currently	14
4	$41\% \leq X \leq 56\%$	Low	0
5	$X \leq 40\%$	Very Low	0
Total			30

From data Table 3, there are 0 students who have a level of exercise the influence included in the very high category, 16 students are included in the high category, 14 students are included in the currently category, 0 student is included in the low category, 0 students are included in the very low category. And percentage of students the influence are 84,25% or enough category (Table 3)

Table 1. Frequency Distribution of

No.	Name	Score	Category
1	A	84.09	High
2	B	73.48	High
3	C	73.48	High
4	D	71.97	Currently
5	E	62.88	Currently
6	F	76.52	High
7	G	70.45	Currently
8	H	69.70	Currently
9	I	71.97	Currently
10	J	79.55	High
11	K	71.97	Currently
12	L	71.21	Currently
13	M	68.18	Currently
14	N	84.09	Currently
15	O	73.48	High
16	P	84.09	High
17	Q	78.03	High
18	R	71.21	Currently
19	S	66.67	Currently
20	T	67.42	Currently

21	U	78.03	High
22	V	78.79	High
23	W	62.12	Currently
24	X	80.30	High
25	Y	70.45	Currently
26	Z	84.85	High
27	AA	84.09	High
28	AB	75.76	High
29	AC	76.52	High
30	AD	60.61	Currently
Average		74.07 %	High

Table 3. Post test Score Classification

No	Interval	Kategori	Frequency
1	$X \geq 87\%$	Sangat Tinggi	4
2	$72\% \leq X \leq 86\%$	Tinggi	21
3	$56\% \leq X \leq 71\%$	Sedang	5
4	$41\% \leq X \leq 55\%$	Rendah	0
5	$X \leq 40\%$	Sangat Rendah	0
Amount			30

Table 1. Frequency Distribution of

No.	Name	Score	Category
1	A	73,96	High
2	B	77,08	High
3	C	66,67	Currently
4	D	75,00	High
5	E	75,00	High
6	F	71,88	Currently
7	G	85,42	High
8	H	73,96	High
9	I	81,25	High
10	J	62,50	Currently
11	K	87,50	Very High
12	L	80,21	High
13	M	89,58	Very High
14	N	83,33	High
15	O	73,96	High
16	P	84,38	High
17	Q	97,92	Very High
18	R	69,79	Currently

19	S	103,13	Very High
20	T	84,38	High
21	U	81,25	High
22	V	85,42	High
23	W	84,38	High
24	X	71,88	Currently
25	Y	81,25	High
26	Z	75,00	High
27	AA	78,13	High
28	AB	72,92	High
29	AC	85,42	High
30	AD	82,29	High
Average		79,83%	High

DISCUSSION

This study used the experimental method design one group pretest-posttest, the sample used in this study were fourth grade students at SDS Muhammadiyah 4 Jakarta for the academic year 2022-2023, through a questionnaire research instrument, namely the effect of implementing traditional games in corner learning on social behavior of class students IV SDS Muhammadiyah 4 Jakarta (Sugiyono, 2016, hlm. 111) .

When the data for conducting research has been collected, the next step is to create a research instrument in the form of a questionnaire. The steps taken were to make a research instrument grid, arrange a research instrument in the form of a questionnaire and then submit it to the respondents. Respondents who were trusted to provide an assessment of this research instrument totaled 30 respondents who came from the research sample were class IV SDS Muhammadiyah 4 Jakarta. Then a validity and reliability test of the instrument was carried out, to find out whether the data obtained was valid or not.

The final work is the statistical calculation of the results reporting. The questionnaire result data that has been obtained from the respondents is then tabulated into a table that can describe all the values and amounts of the response data. This data tabulation was created to facilitate subsequent statistical calculations, namely to determine the trend value. Next, the results of the calculations that have been analyzed are outlined in the results of the research discussion.

The application of traditional games of bebentengan and gobak sodor can influence the implementation of traditional games in corner learning on the social behavior of fourth grade students at SDS Muhammadiyah 4 Jakarta. This is based on data analysis of learning outcomes in the experimental class increasing

by 5.76 from pretest 74.07 to 79.83 in posttest scores and being in **high** qualification

The pictures of Bengtengan and Gobak Sodor games.



Gambar 1. Class IV students at SDS Muhammadiyah 4 Jakarta are playing Bengtengan in the school corridor



Gambar 1. Class IV students at SDS Muhammadiyah 4 Jakarta are playing gobak sodor in the school field

CONCLUSION

Based on the research that has been carried out, it can be concluded the process of the traditional games of befertengan and gobak sodor which are carried out during learning in the experimental class emphasizes student activity. The traditional games of befertengan and gobak sodor before being implemented in experimental class learning are divided into several stages that must be carried out, namely the preparation stage, the implementation stage, and the evaluation/assessment stage.

Based on the results of data processing and analysis of research data, data processing and analysis of research data on "The Influence of Implementation of Traditional Games in PJOK Learning on the Social Behavior of Class IV Students at SDS Muhammadiyah 4 Jakarta", all student respondents showed a pretest result of 74.07% and the results post test after being given treatment as much as

79.83% with an average percentage of 5.67%. Then based on the score table and respondent's assessment and after the total calculation was carried out, the results obtained were the effect of the implementation of traditional games in PJOK learning on the social behavior of Class IV students at SDS Muhammadiyah 4 Jakarta 79.83%. This means that students in class 4 SDS Muhammadiyah 4 Jakarta have the influence of implementing traditional games in corner learning included in the "high" category.

ACKNOWLEDGEMENT

FOREWORD

Praise be to the presence of Allah SWT, for the abundance of His Grace and Grace, so that the author can complete this thesis with the title: The Influence of Implementing Traditional Games in PJOK Learning on the Social Behavior of Class IV Students at SDS Muhammadiyah 4 Jakarta. This is to fulfill one of the requirements for completing studies and in order to obtain a Bachelor of Education degree in the Sports Education Study Program, Faculty of Teacher Training and Education, Kusuma Negara Jakarta.

Sincere appreciation and thanks to my beloved father Supardi and my beloved mother Supiyah who have poured out all their love and affection as well as moral and material attention. May Allah SWT always bestow Grace, Health, Gifts and blessings in the world and in the hereafter for the good deeds that have been given to the writer.

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