

ABSTRACT

IMPROVE LITERACY KNOWLEDGE THROUGH GAME-BASED PJOK LEARNING FOR CLASS VI STUDENTS AT KOLPO 1 STATE ELEMENTARY SCHOOL AT 2022-2023 YEAR. UTAMI SRI

Keywords: Game methods, numeral literacy and PJOK learning

In kolpo 1 state elementary school, there are several problems that exist, one of which is the lack of knowledge of students will numeral knowledge where it is now a lesson that must be given to students who study, especially at elementary school, as the first steps or phase after kindergarten. So the purpose of this research is to improve knowledge and also know significant impacts will provide learning for numeral literacy learning by the application of methods used, namely games in learning PJOK.

This research uses a quantitative approach testing theories by showing the relationship between the variable. For this type of research, in the form of one group pretest-test-posttest design experiment, where there is no control group with design pretests before it is provided treatment or treatment and posttest after being given treatment or treatment.

The results of this study indicate that: (1) there is an increase in numeracy literacy knowledge through game-based pjok learning for class kolpo i students who were realized by the results of $t\text{-calculate} (4.882) > t\text{-abel} (2.262)$. Makadapat is said that h_1 is accepted while h_0 is rejected. With a large influence is 9.63% in research data on improving literacy knowledge through game-based pjok learning for class kolpo 1 vi school vi students.

The conclusion from the results of this study was that in the results of this study showed a significant increase in an effort to increase numeracy knowledge through the game-based pjok learning for class vi students at kolpo state elementary school, with an average difference between preteststa-posttt amount of 7, as well as the large influence of 9.63%.