

## ABSTRACT

Application of Traditional Games in an Effort to Improve Student Learning Outcomes in Physical Fitness Activity Study Materials for Class IV Students of MI Tarbiyatul Banin V Pamoroh Kadur Pamekasan Academic Year 2022-2023: 2022. Iwan Hidayatullah

*Keywords: Traditional Games, Student Learning Outcomes, Physical Fitness Activity Materials*

Based on the results of observations indicate that the lack of facilities and infrastructure and teachers who teach are not from their fields so that the learning method that is often used by teachers is the lecture method only so that students tend to be passive and student learning outcomes are still below the minimum graduation standard.

The problems to be studied in this research are: How to improve student learning outcomes in the material of physical fitness activities through traditional games?

The purposes of this study were: To determine the results of the application of traditional games on student learning outcomes in the study of physical fitness activity material for fourth grade students of MI Tarbiyatul Banin V.

This study uses two rounds of classroom action research (PTK). Each round consists of four stages, namely: planning, implementation, observation and reflection. The target of this research is the fourth grade students of MI Tarbiyatul Banin V Pamoroh Kadur Pamekasan. The data obtained in the form of formative tests, student assessment sheets and teacher performance assessment sheets.

The results showed that student learning outcomes on the material of physical fitness activities increased from cycle I to cycle II, namely cycle I (40%), and cycle II (80%). While the assessment of teacher performance results is the first cycle (69.75%), and the second cycle (87.5%).

The conclusion of this study is that the application of learning models through traditional games can improve student learning outcomes in the material for physical fitness activities of fourth grade students of MI Tarbiyatul Banin V.