

ABSTRACT

APPLICATION OF HANGING BALL MEDIA ON IMPROVEMENT OF SMASH LEARNING (PSYCHOTHOR) PRODUCTS IN BOLAVOLI GAMES (Study of 7H Grade Students in MTsN 2 Sumenep) Year 2018-2019 lessons: 2019. ALMATURIDI, IMAM

Keywords: Learning media, student learning outcomes, baseball games

The purpose of this study is to find empirical data about the effect of the application of the Hanging Ball media on learning outcomes (psychomotor) *smashes* in volleyball games. This research was conducted on 7th grade students at MTsN 2 Sumenep. Problems that arise during volleyball learning activities at MTsN 2 Sumenep are when practicing *Smash* at the prefix, repulsion, float, and landing stages. there are still many students who have poor smash ability and some other students have good smash ability. Often students in carrying out smash on staged hands that should be stretched hard are not done well on the floor and not open wide. That is because the movements in doing smash on every stage of smash has not been mastered well by some students.

In this research, researchers use class action research (PTK) which will be carried out by students of MTN 2 Sumenep 7 class H. The subjects in this study were all students of 7 H MTsN 2 Sumenep totaling 31 students.

The results of the study showed that the results of the students' studies were designated with the results of the skill of baseball volleyball. On the first cycle with hanging ball media, the students completed 13 students or 41.94% while the students who had not completed the trial were 18 students or 58.06%. Whereas in the second cycle, it was found out that students who had graduated were from 24 students or 77.42% while students who were not yet graduated from 7 students or 22.58%.