

## **ABSTRAK**

### **PENGARUH PERMAINAN KECIL TERHADAP MOTORIK SISWA PADA PEMBELAJARAN PENDIDIKAN JASMANI OLAHRAGA DAN KESEHATAN**

Keywords: Small Games, Motor, Students

Based on the background of the problem outlined above, the researcher find several identical of cases such as : 1. Lack of facilities owned by the school in Madrasah Ibtidaiyah Nurul Islam Bicabi, Dungkek Sumenep District. 2. Lack of student interest in participating in Physical and Sports Physical Education learning. 3. PJOK teachers who are not linear in their scientific fields. 4. Learning methods that challenge students so that they are less effective in achieving Sports and Health Physical Education. 5. The problem is the method or the majority of students sitting when PJOK learning takes place. The objectives of this study are: 1. To know the small game of the motor skills of students in learning physical education, sports and health in fifth grade students of Madrasah Ibtidaiyah Nurul Islam Bicabi, Dungkek Sumenep Subdistrict, 2019-2020 academic year.

This type of research is a quasi-experimental study with one group interpretation posttest design. This study does not use a comparison class but has used initial tests so as to increase the use or use of mind mapping that can be accounted for. ) and accept data retrieval (posttest) after it has been processed. While the tests carried out issued motor ability (4 x 10 meter shuttle-run Test, 1 meter ball throw throw test with wall, Positional Stork Test), 30 Meter Running Test in grade V students of Madrasah Ibtidaiyah Nurul Islam Bicabi Dungkek Sumenep District.

Based on the results of research that has been done research that can be done concluded: 1. There is a significant difference between small games against motor skills of students in learning physical education, sports and health in fifth grade students of Madrasah Ibtidaiyah Nurul Islam Bicabi Dungkek Sumenep Subdistrict in 2019-2020. 2. The percentages generated on each of the test instruments that have been carried out are as follows: 1. Agility 2.34%, 2. Coordination 1.50%, 3. Balance 3.14%, 4. Speed 3.23%.