

**MENINGKATKAN KREATIVITAS GERAK
DALAM PEMBELAJARAN PENDIDIKAN JASMANI MELALUI
PERMAINAN KECIL TANPA ALAT PADA SISWA KELAS III**

(Studi penelitian Tindakan Kelas di SDN Jayasakti 02

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ABSTRACT

Eko Purwa. *The increasing creativity of motion in physical education learning through small game without tools of The Third Grade Students of Jayasakti 02 Muaragembong Bekasi in 2015/2016 Academic Year. A Paper, Jakarta: The Faculty of Teaching Training and Education, The State University of Jakarta. 2016. The objective of the research is to find the empirical evidence on the increasing creativity of motion through small game without tools in physical education learning. The classroom action research was conducted in Jayasakti 02 Bekasi in 2015 by using spiral methode/ cycle of Stephen Kemmis dan MC. Taggart. This research started of the planning stage, the classroom action, observation, reflection/evaluation which is based on the reference in the classroom action research. The samples were 25 students taken from one class of the third grade students of the elementary school. The classroom action research was conducted in SDN Jayasakti 02 started on September until November 2015. The result of the research shows that the data of the first cycle motion of creativity gives 69.4%. The second cycle shows that the increasing gives 82.2%. the monitoring data action learning with small game in the first cycle of the average score gets 68.33% and in the second cycle gets the increasing average score 81.66%. From the research it can conclude that the using of small game can increas the motion of creativity in students of physical education learning. The conclusion is physical education learning by using small game without tools can increase motion of creativity in the third garde students of SDN Jayasakti 02.*

Keywords: Creativity Movement, small game without tools