ON-LOCOMOTOR BASIC MOVEMENT LEARNING MODEL THROUGH GAME IN CLASS STUDENTS IN KAIMANA DISTRICT

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Abstract

Abstract. This study aims to create and produce basic learning model products for non-locomotor games that can be applied to lower-class students so that they can help teachers during the learning process, especially in non-locomotor basic motion material as needed. the purpose used by researchers is up to five stages of research. or until the design revision stage, where this research uses Sugiyono's Research & Development (R & D) research method.

After the researcher makes several learning model products, the next stage goes through a validation process carried out by three experts or expert judgment, then after being validated the model will be revised which has been validated to be applied in lower grade elementary schools. The study has only reached the design revision stage for the current COVID-19 pandemic situation that veterinarians don't know when it will end. The conclusion from the non-locomotor basic motion learning model through this game can be used by elementary school teachers in providing non-locomotor basic motion learning that can be applied to students in lower grades.

Keywords: Learning Model, Basic Movement, Non Locomotor for Lower Grade Students