ABSTRACK

TRISNA RACHMADANI, "MODEL OF TRAVEL-BASED GAME-BASED ACTIVITY

ACTIVITIES FOR BASIC SCHOOL STUDENTS", Thesis: Jakarta, Sports Recreation

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Jakarta State University.

This study aims to create a traditional fitness-based physical fitness activity

model for elementary school students. Time of study for 3 months from May to July

2019.

This research method uses research and development methods (R & D) according to

Borg and Gall, where this study uses 10 stages namely potential and problems, data

collection, product design, design validation, design revision, product testing, usage

testing, design revision, mass production.

The results of this study resulted in 9 models of traditional physical fitness based

activity models for elementary school students which had been tested in small groups

involving 15 students and a large group test involving 30 students.

Based on the results of the study, it was shown that this traditional game-based

physical fitness activity model was feasible to be applied and used in elementary school

students. The final result of the traditional fitness-based physical fitness activity model

for elementary school students is a physical fitness activity model book.

Keywords: Physical Fitness, Traditional Games, Elementary Students