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## IMPROVING OF BASKETBALL GAME LEARNING OUTCOMES WITH TYPE LEARNING COOPERATIVE LEARNING GROUP INVESTIGATION IN STUDENTS

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### ABSTRACT

This study aims to improve the learning outcomes of passing and dribbling basketball in Samarinda State Vocational School 17 students in 2019/2020 academic year using a cooperative group type investigation model. This research was conducted in, which consists of four stages namely planning, implementing, observing and reflecting actions for each cycle. The research subjects were students of pharmacy class XI-1 of SMK Negeri 17 Samarinda in the 2019/2020 school year, totaling 32 students, 5 students and 27 students. Data sources of this research are students and teachers. Data collection techniques used in this study were to test skills, knowledge and also observation of student behavior as an assessment of aspects of attitude. Data analysis uses descriptive analysis techniques that are based on qualitative and quantitative analysis. The results of the study show that using a cooperative group type cooperative model can improve learning outcomes of basketball passing and dribbling in students from pre-cycle to cycle one from cycle one to cycle two. From the analysis of data obtained from the results of cycle one an increase in the results of learning to pass and dribble basketball is complete that is 43.75% or 14 students who complete. While the second cycle increases the learning outcomes of basic techniques of passing and dribbling basketball by 100% or 32 students who are complete. Results of the study it can be concluded that using the cooperative learning model type of investigation is appropriate in basketball learning especially the basic techniques of passing and dribbling.

**Keywords:** Improvement, Learning Outcomes, passing, dribbling, Cooperative

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### 1. Introduction

branch of basketball in this game really requires special skills and talents, one of them is for students of SMK Negeri 17 Samarinda to improve learning outcomes in basketball material. In the process of learning sports on basketball material the teacher teaches basketball material to students of class XI-1 pharmacy by using models and learning methods in the Learning Implementation Plan (RPP), which is a learning model with the command and lecture type. At the time of the learning process students are more visible inactive and more active teachers, this causes students to only listen and not pay attention to the learning process. In the results of the evaluation of learning there are still many students in class XI-1 pharmacy have less ability to perform basic techniques of *passing* and *dribbling* basketball, this can be seen from the results of the value of basketball learning that is still under KKM.

Mastering the technique of *passing* and *dribbling* basketball there are several stages that need to be understood by students and students to improve learning outcomes of *passing* and *dribbling*, namely body position, footsteps, holding the ball, applying palms to the ball and gaze. When the researcher made observations, students made techniques. *passing* and *dribbling* There were mistakes made by students, namely the upright body position when, holding the wrong ball by holding two sides of the ball, passing the ball to the friendship too hard and not directed, dribbling the ball using palms, hitting the ball, looking at the ball, and dribbling too fast so the ball cannot be controlled properly.

The results of learning to *passing* and herding *dribbling* achieved by the students and especially the XI-1 Pharmacy Vocational High School 17 Samarinda still unsatisfactory. In the process of its implementation there are still many students and students in techniques *passing* and *dribbling* of basketball that are not good and not optimal and in this case will have an impact in basketball and evaluation results in learning. This can be seen based on the results of learning evaluations achieved are still low. There are still some students and students whose learning outcomes are still incomplete when taking grades. For the total number of students of Pharmacy XI-1 class, 32 people. For those who complete the taking of scores are 11 people, and for those who have not completed the scores are 21 people. If presented, the number of students who completed was 34.37%, and for students who did not complete was 65.62%. This is because students lack the basic techniques of *passing* and *dribbling* basketball properly and correctly, so that learning objectives are not implemented properly.

Researchers have reviewed and researched about, efforts to improve learning outcomes *passing* and *dribbling* basketball games using cooperative learning models type of *group investigation* on XI-1 Pharmacy students of SMK Negeri 17 Samarinda. The ability to *passing* and *dribbling* basketball on students and students have difficulty in understanding the material if the teacher does not use models or learning methods that make students and students more active and easier to understand learning material. For this reason, the researcher wants to use the cooperative learning model Type of *group investigation*, and for cooperative learning models. The type of *group investigation* has the concept of a form of learning by means of students and collaborative learning in groups with group structures *heterogeneous* that have the goal that students and students in one group can work together in solving problems that exist in each group.

Based on the description above, researchers are interested in conducting Classroom Action Research with the title "efforts to improve learning outcomes of *passing* and *dribbling* basketball

games using cooperative learning models. type of *group investigation* in XI-1 Pharmacy students of SMK Negeri 17 Samarinda.

Learning is a series of activities that are done consciously by students and undergo a change in the individual namely increased knowledge and proficiency based on experience, so that if it does not undergo changes both knowledge, attitude, proficiency, then it can be said that the learning is not perfect (Heri Rahyubi, 2014, p. 6)

The learning model is a whole series prepared by a teacher, to support the running of a process of presenting teaching materials, which covers various aspects namely before, when and after learning (Rahayu, Nuryani tri, 2020, p. 8)

The cooperative Learning Model is the implementation of learning activities conducted in groups and each group consists of four to six people and each group member works collaboratively, and the group structure consists of different elements.(Rosyidah, 2016; Rusman, 2013)

Group Investigation helps students to actively understand learning topics in completing tasks, as students are motivated to describe topics that are difficult and easy to understand, and able to interpret based on varied research results, and come to a conclusion to complete tasks based on their knowledge exchanges.(Harahap & Derlina, 2017).

The right learning method is a learning method that fits the purpose of learning in the form of learning results obtained in the learning process as an embodiment of learning behavior. (Rubiana, 2017)

The meaning of the above quote is the use of the right learning methods will have an impact on the student's learning outcomes in the form of improvement of skills, in doing dribble on basketball learning, learning methods that can apply learning behaviors that are the result of a process obtained from knowledge and ability as a result of learning given

Learning outcomes are a change in attitudes, knowledge and psychomotor that occurs in students as a result of learning activities, changes in learning process results include output and outcome, output is a short-term learning outcome and outcome is a long-term learning outcome(Widoyoko, 2012, p. 25)

A basketball game is a game of teaming up using a ball and being played on a rectangular court equipped with a ring on the side of the court and can be done in a closed room or outdoors and requires special techniques to play it ,and each squad consists of five players(Pauweni, 2012, p. 61)

The basic technique or basic motion of the basketball game that must be mastered by the learner is the basic technique of passing, dribbling and shooting, each of those basic techniques has its own purpose. The basic technique of passing aims to give the ball to teammates with certain techniques and movements, the basic dribbling technique aims to control the ball, by the way the ball is herded by being bounced to the ground aiming to avoid the opponent and the basic shooting technique aimed at putting the basketball into the opponent's ring, with the aim of getting a number/point(Yudha Febrianta, 2013)

## 2. Method

Based on the title that the author adopted in this study, namely: Efforts to Improve Learning Outcomes of *Passing* and *Dribbling* Basketball Games Through Cooperative Learning Models Type in *Group Investigation* Students of Class XI-1 Pharmacy Vocational School 17 Samarinda, it can be defined the focus of this study is as follows:

- a. Learning outcomes are changes in aspects of attitudes, knowledge and skills gained from learning. Learning outcomes are experiences gained by students that cover cognitive, affective, and psychomotor fields.
- b. Passing (*passing*) is a way to give a ball friend by throwing using chest pass, bounce pass, overhead and *dribbling* basketball is a way to bring the ball forward by bouncing the ball to the floor with one hand or alternately either by walking or run. The thing to note in dribbling basketball is to protect the ball so it is not easily taken by the opponent.
- c. Cooperative learning model type *group investigation* is one type of cooperative learning model in the form of learning activities that facilitate students to learn in the form of groups *heterogeneous*, where students with high ability who are able to join students and students who have low ability to learn together, cooperate, maximize learning conditions, and solve a problem by investigating existing problems with the teacher's direction to students to achieve learning goals.

The aim of the researchers to conduct classroom action research (CAR) is to improve the ability of learning outcomes in the affective, cognitive and psychomotor aspects of XI-1 Pharmacy students at SMK Negeri 17 Samarinda. It is expected that with this class action research it can improve students' abilities in the affective, cognitive and psychomotor aspects.

Classroom action research (CAR) was conducted in 2 cycles, each cycle consisting of 2 meetings. Classroom Action Research Procedure (CAR) begins with the first cycle consisting of

four stages of activity, namely planning, implementing, observing, and reflecting together in one cycle.

The research instrument used in this study was the student learning outcomes test instrument. This instrument is a test in the form of essay and practice questions. In the final test that is given which aims to measure student learning outcomes improvement after the implementation of the cooperative learning model type *group investigation*. The form of the instrument used to measure student learning outcomes is a written test and practice that includes three aspects of affective, cognitive and psychomotor.

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- a. Test and assessment instruments in the affective aspect (attitude), with the magnitude of the assessment scores obtained by students at 100 times and divided on the maximum score.
- b. Instrument tests and assessments in cognitive aspects (knowledge), with the magnitude of the assessment scores obtained by students at 100 times and divided by the maximum score.
- c. Instrument test and assessment in psychomotor aspects (skills), with the magnitude of the assessment scores obtained by students at 100 times and divided by the maximum score. This test is taken based on the assessment of passing and dribbling in the basketball game.

Analysis of the data used in this study is data analysis sourced from the RPP, which is to determine student learning outcomes by using averages, percentages and diagrams outlined.

### 3. Results and Discussion

To see more clearly all the improvements that occur, then will be presented pre-cycle data, cycle I, and cycle II that have been obtained and an increase of every cycle.

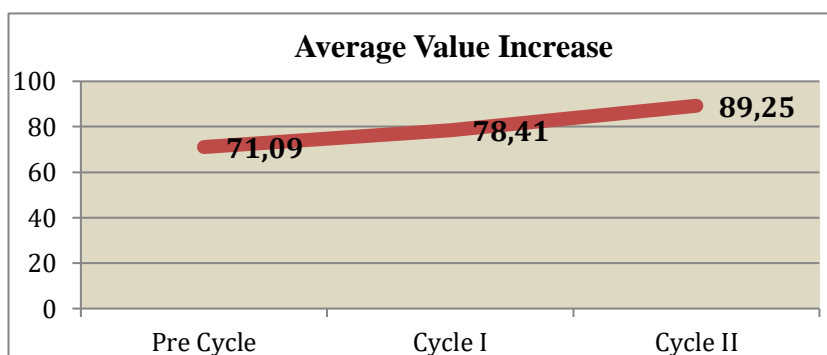
**Table 1. Comparison of Pre-Cycle Value, Cycle I, and Cycle II Can Be Seen In The Following Table.**

No	Student Name	Pre-cycle	Cycle I	Cycle II
1	Andyra Ageng	83	88	88
2	Ayu Nurazizah	72	84	92
3	Cheresia Veneranda Vt	72	91	92
4	Dastic Widya Nastiti	61	72	88
5	Dea Siska	61	78	85
6	Fanny Leviani	61	75	92
7	Fitri Wulandh	91	80	88
8	Friska Fitriani	80	81	85
9	Hindiani Princess Helma	61	79	88
10	Inul Octavia	61	71	87
11	Olivia Daughters	71	91	91
12	Kurnia Thalia H.	80	86	86
13	Lives Hardiani	83	84	90
14	Muhammad Arofaldi N.	72	70	88
15	Muhammad Bayu A.	83	79	90
16	Muhammad Nur Hs	91	66	86
17	Muhammad Rasyid Ha	61	63	90
18	Musdahlia	80	80	88
19	Satin Nabil R.	61	72	88
20	Nanda Ayu Natasya	83	84	90
21	Nina	61	78	92
22	Noni Anindya P.	72	64	88
23	Noor Sari Amelia R.	61	84	90
24	Nur Alvina Zahroh	61	79	91
25	Rafiyana Fadillah	72	81	93
26	Risma Zahra Salsabila	72	83	90
27	Rohayatul Jannah	61	77	87
28	Sari Nur Aisyah	91	87	93

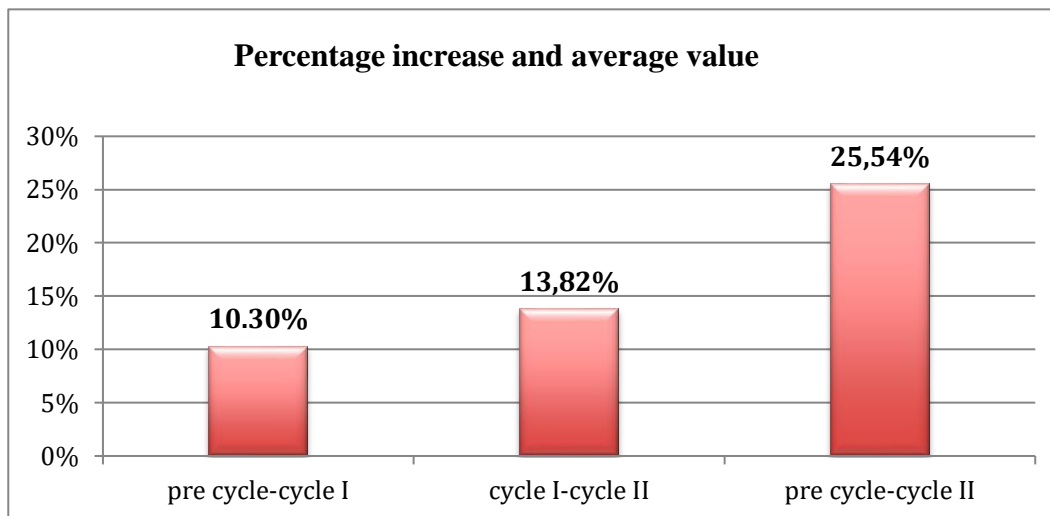
29	Sheren Reginamona	61	77	92
30	Sindy Dwi Wijayanti	61	79	90
31	Siti Muriah	61	72	88
32	Wahyu Joko Prasetyo	61	74	90
	<b>Total</b>	<b>71.09</b>	<b>78.41</b>	<b>89.25</b>
	<b>Increase</b>	<b>10.30%</b>	<b>13.82%</b>	<b>25.54%</b>

Pre-cycle the average value of students of 71.09 cycle I obtained an average value of 78.41 and the second cycle obtained an average value of students of 89.25. It can be seen that an increase in the average value of students from pre-cycle to cycle I was 7.32 or 10.30%, and cycle I to cycle II was 10.84 or 13.82%. If seen from the preliminary value data that is 71.09 and the final value is cycle II of 89.25, the increase in student learning outcomes seen from the initial data to the final data is 18.16 if the percentage increase is obtained is 25.54 %. This shows that the learning process using the GI type Cooperative model provides an increase in learning outcomes from pre-cycle to the last cycle shows a significant improvement.

Based on the average value of the students analyzed above, the increase in the average value of students throughout the cycle can be presented in the diagram on figure 1 and figure 2.



**Figure 1 Increase in the Average Value of Students**



**Figure 2 Increase in the Average Value of Students**

Graphs 1 and 2, it appears that the average value from pre-cycle to cycle I has increased from 71.09 to 78.41 or increased by 10.30%, the average value from cycle I to cycle II has increased from 78.41 to 89.25 or an increase of 13.82%, and overall the cycle, namely pre-cycle to cycle II, increased from 71.09 to 89.25 or increased by 25.54%.

Based on these explanations, it can be seen and concluded that the increase in the average value of students for the entire cycle starting from pre-cycle to cycle II experienced a significant increase.

The application of cooperative learning model type group investigation can be used as one of the learning models as an effort to improve the learning outcomes of learners, because it can train learners to be more responsive to receive information through group discussions and can also train students' ability to discuss assignments and findings obtained (Aryana, 2019)

The application of cooperative learning model type group investigation can improve the ability to think high level and complex inkuiri skills of learners. The implementation of learning is centered on learners so that the knowledge is really absorbed well and can improve social skills, train learners to work with other learners, can train learners to think critically, good communication starts from being a good listener, and knowing the source of the problem and finding the right solution to solve. (Christina & Kristin, 2016)



#### 4. Conclusion

Based on the results of research and data analysis that has been done, it can be concluded that by applying the Cooperative learning model Group investigation type the material passing and dribbling of the basketball game has been proven to be able to improve the learning outcomes of Grade XI-1 Pharmacy students of SMK Negeri 17 Samarinda. The increase occurred after being given treatment starting from Pre-cycle before being given treatment the average value of students was 71.09 in the first cycle there was an increase in the average value of students to 78.41 and the second cycle 89.25. If this increase is presented, the result of the increase is 25.54% and the average value of each cycle increases.

After students follow the process of learning the material passing and dribbling basketball games through the cooperative learning model group investigation type there is a significant improvement in the process of student learning outcomes at SMK Negeri 17 Samarinda. Due to the group investigation learning model the process of observing and analyzing student movements that aims to enable students to understand the material and dare to be an example of other students. The model Group investigation type of cooperative accustoms Students to work together in teams and teach group members who have not been able to do passing and dribbling basketball games. So that all group members are actively involved in learning.

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