

Development Instrument Test Basketball Chest Pass Skills for 11-13 Year Olds

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Abstract

Study this aims to create a test prototype of skills technique basic passing in basketball chest pass movements for elementary school students aged 11-13 years which is valid and accurate based on indicator skills technique basic basketball chest pass movement. Method used development qualitative, and quantitative with the Brog and Gall development model with ten stages. Subject in study this is SDN 3 Lemba Regency Soppeng in research here, students class on aged 11-13 years. Chosen with use technique cluster. With the SPSS Version 29 program, the data was analyzed using the normality test and homogeneity test. Research results obtained in the scale test big expert material is lecturer test measurement sport by 80%, media experts tested by experts computer by 84%, and practitioner test coach licensed with 90% yield. With results more of than 80% in three initial test stages, test scale small and arrived scale test stage big so can conclude study development is a product new in test measurement sports basketball in the particular technique of basic passing in the chest pass movement for children aged 11-13 years, based on results the state that proto type test development this can be used and developed with good effectiveness and efficiency.

Keywords: Basketball Chest Pass, Instrument Test, Skills, Aged 11-13 Years

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1. Introduction

Development knowledge and technology in basketball games already experience very rapid progress, good in education likewise with knowledge coaching price sports. So development and preparation test basketball also continue to continuously develop with covers level ability increasing the number of basketball players well, evolving regulations, as well knowledge knowledge, and technology that accompanies it (Ani & Aryanto, n.d.). The Skills technique in basketball games must trained and evaluated so that trainers or teachers can know where shortcomings and weaknesses technique. The Basketball is one of the game one of the big ball sports and mandatory material is given at the level of unit education because sports this not only sports performance but also Sports Education (Sabransyah, 2020). A number of Skills and technique basics on the game of basketball that must be mastered by students are among them like technique passing, dribbling, shooting, and pivoting (Muharam et al., 2021). In line with (Rahmadani et al., 2021) there are 3 techniques mandatory basis mastered including passing (throwing and catching the ball), dribbling (rebounding), and shooting (shooting). During the game taking place third technique base this is very necessary in the printing process a number or points. For a master, technique base it's not something easily done, but Regular exercise is required to increase ability Skills. Technique-based basketball games on passing consist of 3 forms Chest Pass (chest pass), Bounce Pass (bottom pass), and Over Head (top pass). Chest pass more known in other words chest surgery is a frequent pass used in basketball games being played for move the ball from a player to player other. In other words chest pass is one of method fastest and most effective for attacking the next team determining the opportunity tobacco for scoring points (numbers). Besides that players can control the ball from trying to opponent seize (Ahmad & Prasetyo, 2013). In line with (Agung Nugroho & Fajar Mugo Raharjo, 2020) the chest pass is one of the basic techniques in a very important basketball game because with a good chest pass, then we can control the way game. However, often in the field moment match player, no do chest pass with Good so that can harm the team alone. (Darmawan et al., 2016). On learning basketball passing at school, no a little student do movement not enough perfect, scared of injury if do movement throwing and receiving the ball when making a basketball pass (Yosi et al., n.d.). Lots of mistakes are carried out during implementation Chest pass is the ball that is passed missed so that no appropriate target because no leads chest recipient, due to the ball being passed height or understated and sometimes too far left and right so that the ball is not accepted either by the recipient. As for the method do a chest pass, namely (1) position the legs parallel with your shoulders, (2) place the ball in front of your chest with your elbows open, (3) release the ball straight forward, (4) When the ball is released from hand followed by forward leg movements forward. One of the lack of tests and measurements in the game of basketball, namely the tools used is still manual so use time takes a long time and is less flexible and the data produced can say no objective. Circumstances can happen because the data obtained can manipulated. The chest pass test will be developed researcher seen drawn so that need exists innovation with the development of a chest pass test instrument in basketball games. Study this aim is to float the chest pass instrument in a basketball game with the hope will give an alternative to doing chest pass test in basketball games with the resulting data being more objective and valid.

2. Methods

The Borg and Gall model is the model used for research and development in context education. This model was developed by Meredith D. Gall and Walter R. Borg in 1983.

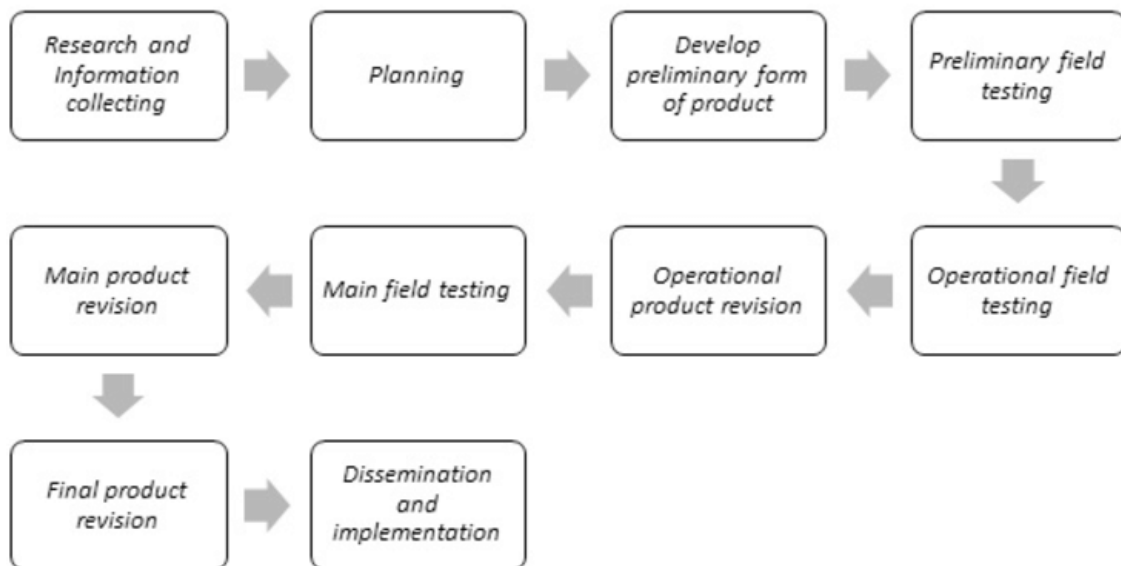


Figure 1: Borg & Gall Development Model

The Borg and Gall model consists of 10 interconnected stages linked and integrated in the process of developing learning programs. Following is explanation about 10 stages in the Borg and Gall Model:

1. Analysis need: Stage this aim for identify necessary needs and problems overcome in development of learning programs.
2. Goals and objectives learning: Stage this focuses on determination specific, measurable, and related goals and objectives with need learning.
3. Study introduction: Stage this covers collection information about context learning, participants education, and materials relevant learning for support development of learning programs.
4. Planning Instructional: Stage this focusing on design proper instruction for reach goals and objectives learning that has been done set.
5. Development and validation material learning: Stage this covers development, testing, and validation material learning for ensure that material the in accordance with goals and objectives learning.
6. Development and validation assessment: Stage this covers development and validation of assessment instruments for measure achievement goals and objectives learning.
7. Development and validation of learning media: Stage this covers development and validation of appropriate learning media with goals and objectives learning.
8. Implementation: Stage this covers implementation of existing learning programs developed with notice context and characteristics participant educate.
9. Evaluation formative: Stage this covers evaluation carried out in a way periodically during implementation of learning programs for ensure that program - walk with good and accomplished goals and objectives learning.

10. Evaluation summative: Stage this covers evaluation carried out after implementation of learning programs for evaluate effectiveness of learning programs and identify strengths and weaknesses of the program.

3. Subject Study

Subject study this classified in two parts that is first, Material Expert, Media Experts, and Practitioners. The second group that is test subjects on which trials are carried out on scale small and trial scale big.

Data Collection Technique

3.1 Data Type

Techniques in research this uses qualitative data analysis narrative/sentence, while quantitative data form numbers. Data was obtained from the results of interviews with physical education teachers, and quantitative data was obtained from evaluation experts.

3.2 Instrument Data Collection

- a. Questionnaire validation expert material the questionnaire here uses a theory scale Likert together with five choices, including the First: Very Good (SB), Good (B), Fairly Good (CB), Poor (K), and Very Poor (SK).
- b. Questionnaire Media Expert Validation together with validation before, in evaluation, this uses the scale Likert with five choices including the First: Very Good (SB), Good (B), Fairly Good (CB), Poor (K), and Very Poor (SK).
- c. Questionnaire Small Scale Trial Assessment as evaluation appropriateness from the researched product. Questionnaire this uses a scale Likert with five alternative options, namely Very Good (SB), Good (B), Fairly Good (CB), Poor (K), and Very Poor (SK).
- d. Questionnaire Large-Scale Trial Assessment for the questionnaire trial assessment scale is big his assessment is the same as the trial questionnaire -the scale is small.
- e. In research this is the technique used in data collection by giving a questionnaire to Material Expert. Media Expert and Practitioner then the product was tested try it on a group small and a group big.

3.3 Data Analysis

Data analysis in research this uses analytical techniques quantitative and qualitative (Sugiyono, 2010) in nature evaluation uses numbers with formula calculation appropriateness as follows. Analysis Appropriateness Product Product results development can be considered worthy if already passed a small and large test process and then calculated with achievements score standard minimum eligibility. Score results changed with mark percentage use the formula: $Penilaian = \frac{Skor\ yang\ diperole\ h}{Skor\ maksimal} \times 100$. After the changed become mark percentage, p next is converted with using assessment norms that refer to assessment reference benchmark (PAP) with form range score as follows:

Table 1: PAP Score Range

No	Value Score Range	information
1	80% - 100%	Very good
2	70% - 79%	Good
3	60% - 69%	Enough Good
4	50% - 59%	Not good
5	40 – 49%	Very less Good

Whereas to test effectiveness using the t-test using SPSS. Data results from SPSS are then explained in the form of qualitative data that shows the appropriateness product.

4. Results

Research Result

Study this was held with the objective of giving a solution in the implementation test, Chest pass skills in basketball. Stages First tools developed given the name “Basketball Test Chest Pass”. Validation chest pass expert in basketball Validation results in expert material as follows.

$$\begin{aligned} \text{Percentage} &= \text{amount} / \text{value maximum} \\ &= 40/50 \times 100\% \\ &= 80\% \end{aligned}$$

According to the results calculation validation, the percentage obtained was 80% with thereby can stated that according to expert material enters in “worthy” category.

Validation Media Expert

Results of media validation at stage First is as following.

$$\begin{aligned} \text{Percentage} &= \text{amount} / \text{value maximum} \\ &= 42/50 \times 100\% \\ &= 84\% \end{aligned}$$

According to results calculation validation media experts, the percentage obtained was 84%. Thereby can stated that according to expert lecturer tests and measurements, in the “worthy” category.

Validation Practitioner

Validation results Practitioner at stage First as following.

$$\begin{aligned} \text{Percentage} &= \text{amount} / \text{value maximum} \\ &= 45/50 \times 100\% \\ &= 90\% \end{aligned}$$

According to the results calculation validation practitioners, the percentage obtained is 90%. Thereby can stated that according to expert lecturer tests and measurements, in the “very good “category.

Product Trial

Small Scale Trials

Based on the trials scale small student grades 4. 5 and 6 of SD Negeri 3 Lemba. I got its test results scale small by 80%. Based on the results, the development tool tests and measurements of chest passes in basketball games category “Very Good”. Large Scale Trials Large-scale trials were done to class A and B students in Classes 4, 5 and totaling 60 students at SD Negeri 3 Lemba. Based on test results the obtained results by 90%. Thus the prototype of the tool developed is very good and worth used as a test instrument for chest pass measurement in basketball.

5. Conclusions

Study development is done through stages that begin with seeing the problem, collecting information, designing a product, do validation. Do revision products, conduct trials, and create product end. Stages validation expert done with two stages. Stages First made basis by researchers for revising lack shortcomings that exist in the tools developed.

In stages validation, Chest pass expert in volleyball suggested that a tool be developed customized with conditions in the field. Validation the made as base for the perfect medium tool developed.

Research results were obtained from expert material which is lecturer test measurement sport by 80%, media experts tested by experts computer by 84%, and practitioner test coach licensed with 90% yield. With results more of than 80% in the three initial test stages, scale test small and scale test stage big so can conclude study development is a product new in test measurement sports basketball in the particular technique of basic passing in the chest pass movement for children aged 11-13 years.

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