

# *Penilaian Pembelajaran Taktik*

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# Pendahuluan

- Basket ===== 3 vs 3
- Sepakbola === 5 vs 5
- Bolavoli ===== 2 vs 2
  
- Beda *games* dalam kelas
  
- Penilaian === kriteria (komponen)

# Penilaian Formal

- ***GPAI***
  - *Game Performance Assessment Instrument*
- ***TSAP***
  - *Team Sport Assessment Procedure*

# Pelajari

- ***The Role of Assessment in TGfU***

- Judith L. Oslin

## Buku

- ***Teaching Games for Understanding Theory, Research, and Practice***

- Linda L. Griffin dan Joy I. Butler

- 2005. Champaign, IL: Human Kinetics P.O.

# GPAI

- Komponenten
  - Base
  - Adjust
  - Decisions made
  - Skill execution
  - Support
  - Cover
  - Guard/mark

# Examples of Base Applied

- Golf (Target Games)
  - Player starts in a setup or stance position
- Softball (Striking/Fielding Games)
  - Players starts in base before each pitch
- Badminton (Net Games)
  - Player returns to about the “T” at centre court in between shots
- Basketball (Invasion Games)
  - Player sets up in position in a zone defense

# Examples of Adjustment

- Striking/Fielding Games
  - Fielders adjust their positions according to strengths and weaknesses of batter and to whether the batter is left- or right handed
- Net Games
  - Players adjust offensive front-back formation to defensive side-side formation when necessary
- Invasion Games
  - Defenders adjusts position by moving at least to the halfway line in a position to support the attack if needed and to deny space should opponents counterattack

# Examples of Decision Making

- Target Games
  - What club to use
- Striking/Fielding Games
  - Pitch and placement of shot (batters)
  - Where to throw the ball (fielders)
  - How to deliver the ball (Pitcher)
- Net Games
  - Shot selection and placement
- Invasion Games
  - Whether to shoot, pass, or dribble



# Examples of Skill Execution

- Target Games
  - Player executes a chip to within 6 ft
  - Player shoots an arrow and hits the target
  - Player delivers the ball
  - Players throw a horseshoe
- Striking/Fielding Games
  - Player fields cleanly
  - Player throws accurately to target
  - Player hits effectively (max scoring, min outs)

# Examples of Skill Execution

- Net Games
  - Player execute clear to deep court
  - Player execute drop shot
  - Player passes ball to set up move
- Basketball (Invasion Games)
  - Player shoots on target
  - Player passes accurately to open player
  - Player controls the ball from a pass

# Support – Guard/mark - Cover

- **Support** is important primarily to invasion game.
  - Where keeping possession is vital to scoring
    - To keep possession as a team, players with the ball must be able to pass to teammates who are ready and available to receive a pass
- All invasion games require players to **guard/mark**
  - To deny them the ball and prevent them from score
- **Covering** usually involves providing backup to teammates who make challenges for the ball
  - Defenders make a challenge for the ball and the teammates cover the space behind them
  - Teammate covering the fielder in case of a fielding error

# GPAI

- **Outcome variable**

- **Game involvement**

- Decisions made index (DMI)
    - Skill execution index (SEI)
    - Support index (SI)

- **Game Performance**

# GPAI

- **Game involvement (GI)**

- Number of appropriate decisions (ADM)
- Number of inappropriate decisions (IADM)
- Number of efficient skill executions (ESE)
- Number of inefficient skill executions (IESE)
- Number of appropriate supporting movements (AS)

$$GI = ADM + IADM + ESE + IESE + AS$$

# GPAI

- **Decision making index (DMI)**

- Number of appropriate decision made (ADM)
- Number of inappropriate decision made (IADM)

$$DMI = \frac{ADM}{ADM + IADM}$$

# GPAI

- **Skill execution index (SEI)**

- Number of efficient skill execution (ESE)
- Number of in efficient skill execution (IESE)

$$SEI = \frac{ESE}{ESE+IESE}$$

# GPAI

- **Support index (SI)**

- Number of appropriate supporting movement (AS)
- Number of inappropriate supporting movement (IAS)

$$SI = \frac{AS}{AS+IAS}$$



# GPAI

- **Game Performance (GP)**

- Decision Making Index (DMI)
- Skill Execution Index (SEI)
- Support Index (SI)

$$GP = \frac{DMI + SEI + SI}{3}$$

No	Nama	DM		SE		S	
		A	IA	E	IE	A	IA
1							
2							
3							
dst							

# Pustaka

- **Chapter 16**
  - *Assessing Outcomes*
- ***Teaching Sport Concepts and Skill***
  - Stephen A. Mitchell
  - Judith L. Oslin
  - Linda L. Griffin

2006. Champaign, IL: Human Kinetics P.O.

# TSAP

- **Komponen**
  - Gaining possession of the ball
    - Conquering the ball
    - Receiving the ball
  - Disposing of the ball
    - Playing a neutral ball
    - Losing the ball
    - Playing and offensive ball
    - Executing a successful shot

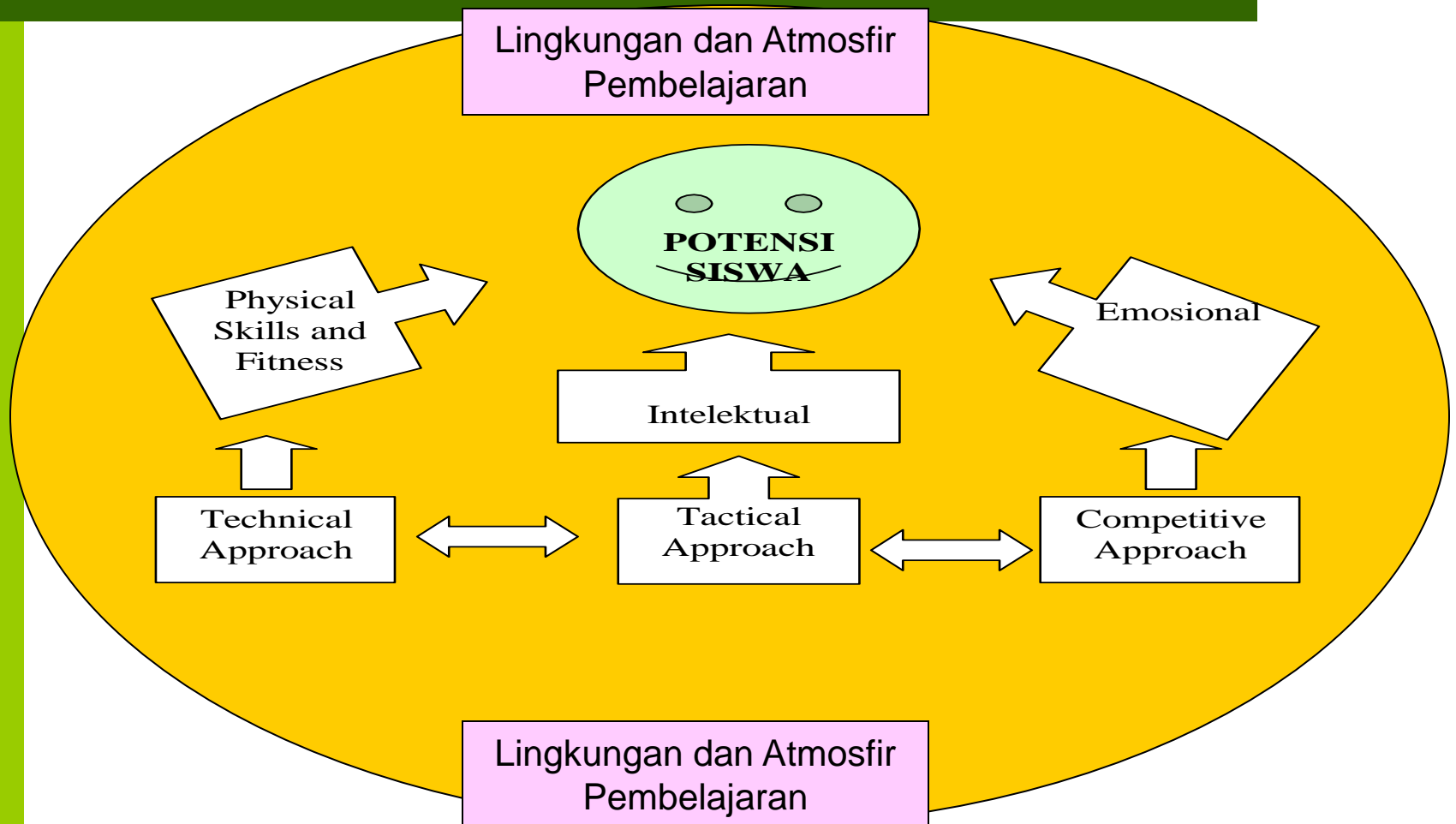
# TSAP

- Outcome variable
  - Number of attack balls
  - Volume of play
  - Efficiency index
  - Performa score

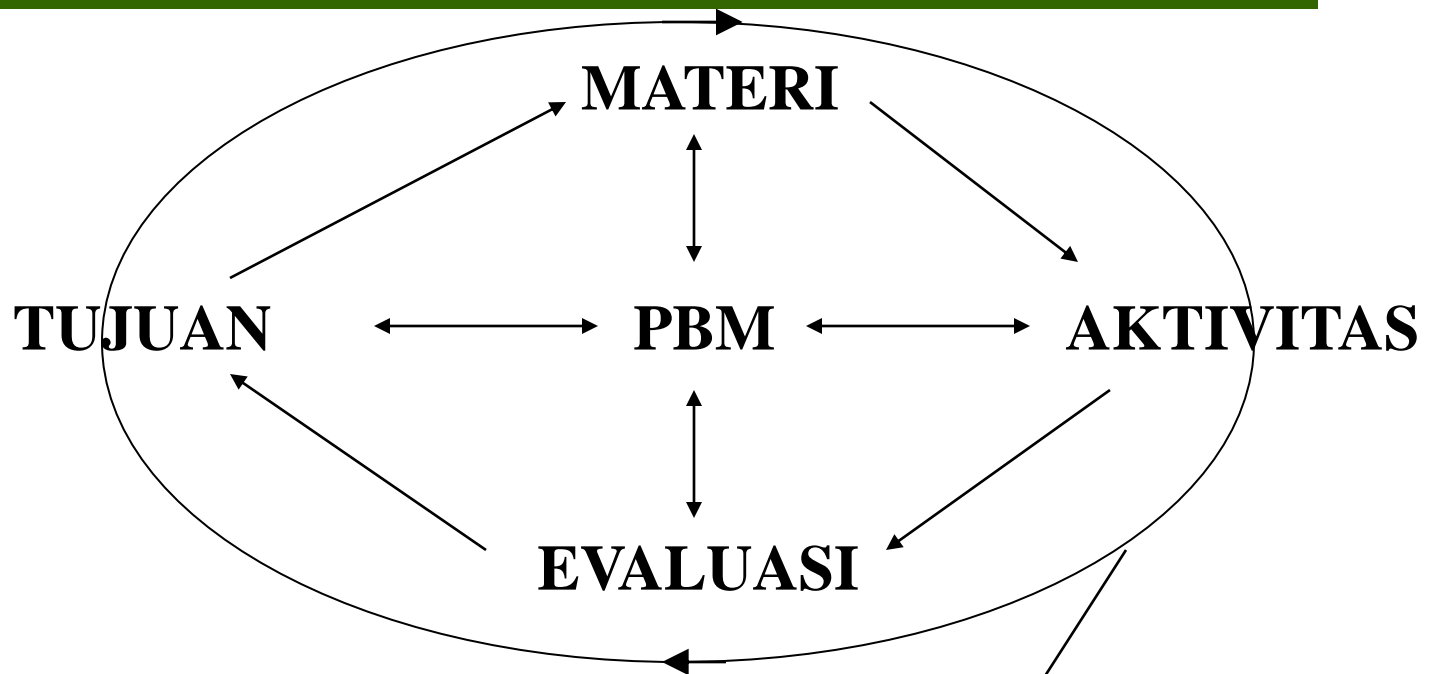
# Penutup

- Guru penjas sbg “arsitek” desain pembelajaran
  - Permainan ===== Penilaian
- Instrumen tergantung dari permainan dalam desain pembelajaran
- Tidak lepas dari indikator
- Indikator = Komponen penilaian (instrumen)

# Asumsi Proses Pembelajaran Penjas



# Kedudukan Evaluasi dalam PBM



Spiral mulai dari unit terkecil hingga terbesar



# Assesment

- **Oleh guru**
  - Guru mengamati siswa
- **Oleh siswa**
  - Siswa mengamati diri sendiri
  - Siswa mengamati siswa lain
- **Oleh orang lain**
  - Orang tua siswa mengamati siswa
  - Pembina/pelatih kegiatan di luar sekolah menilai siswa