

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

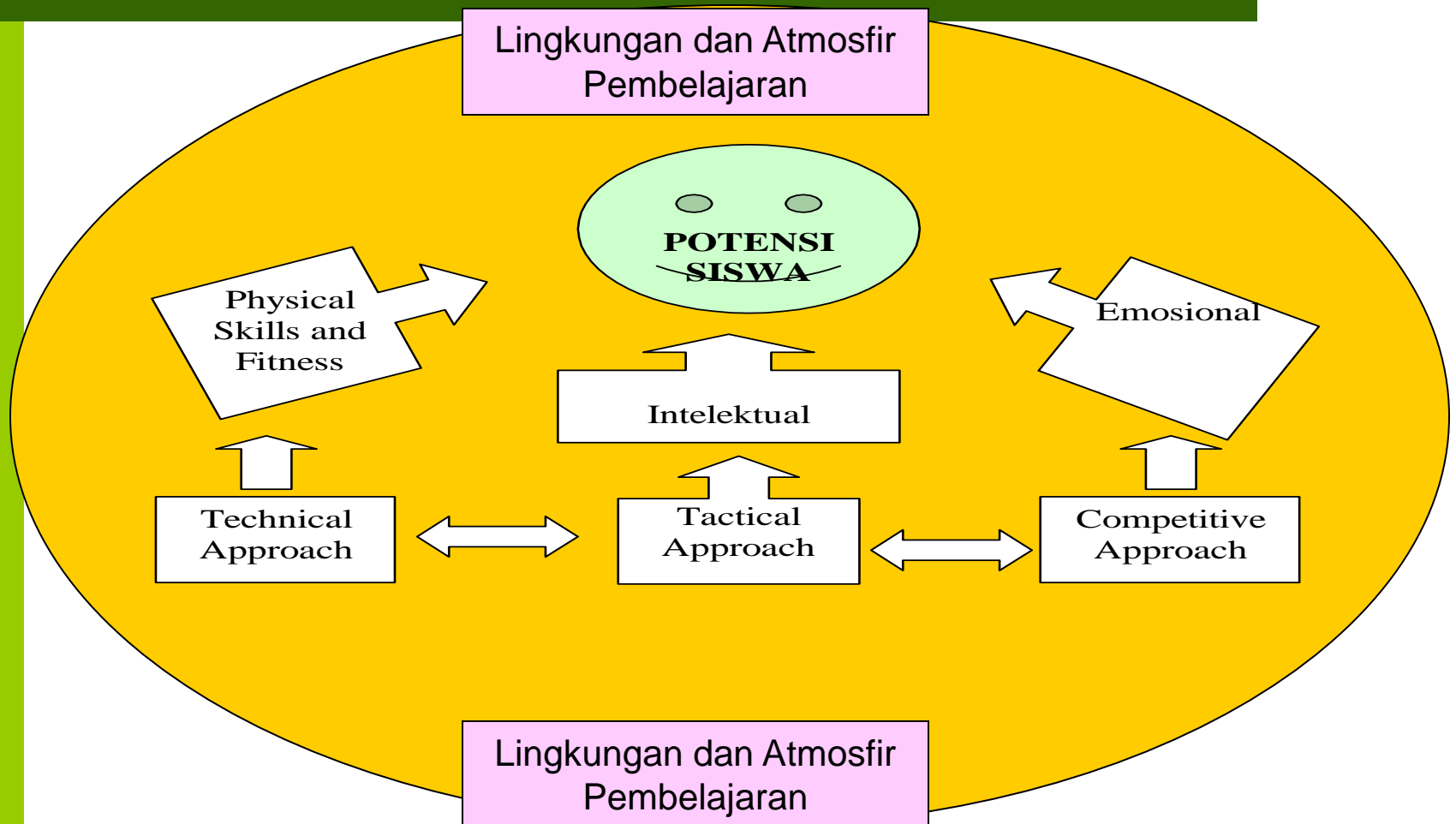
TSAP

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

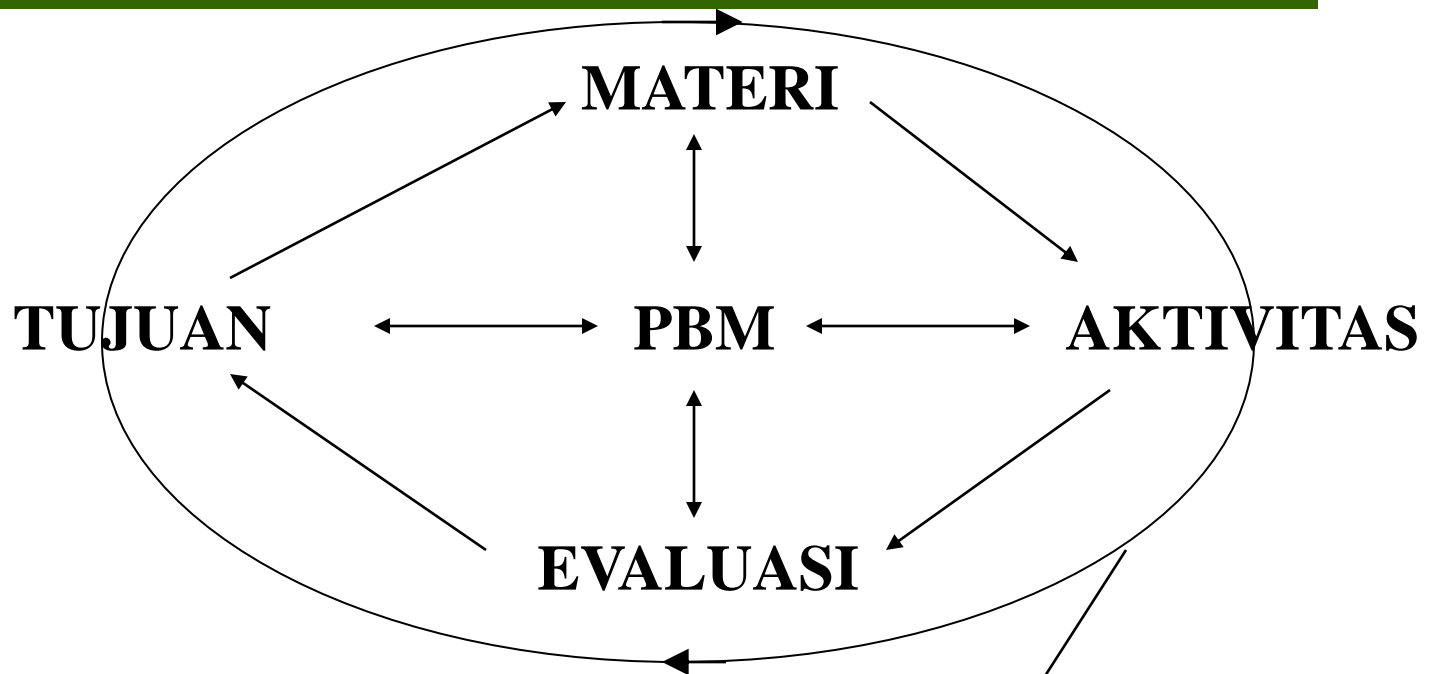
Penutup

- 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