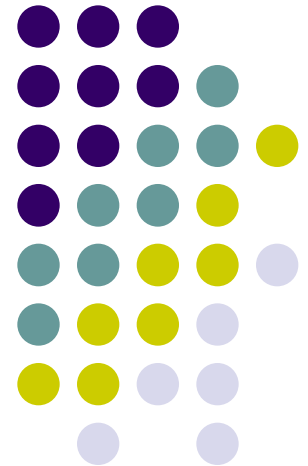
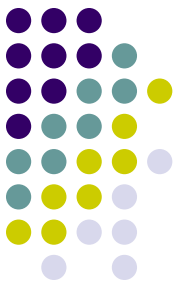


Perbandingan Model Teknik dengan TGfU

Agus Susworo Dwi Marhaendro

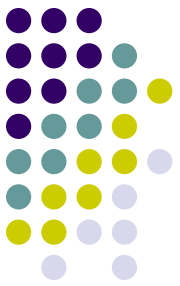




Mengapa diajarkan?

perspektif filosofis dan historis

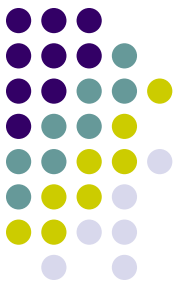
	Teknik	TGfU
Culture	Model pabrik (produk) Input – proses - produk	Alamiah/Natural Pendidikan progresif
Belief system	Dualisme	Integrasi
Context	Terisolasi Pelatihan & olahraga	Terintegrasi Siswa & sekolah
Training	Efisien	Pendidikan gerak
Experience	Spesialisasi (kecabangan olahraga)	Integrasi berbagai cabang olahraga



Apa yang diajarkan?

kurikulum

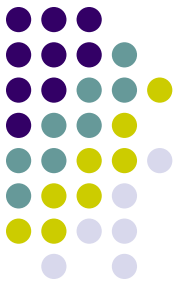
	Teknik	TGfU
Purpose	Menerima pengetahuan	Konstruksi makna
Objective	Mendefinisikan apa yang diketahui	Menemukan apa yang belum diketahui Mengaplikasikan apa yang sudah diketahui
Outcome	Performance (keterampilan teknik)	Pemikiran dan pengambilan keputusan
Game frameworks	Aktivitas musiman	Klasifikasi



Bagaimana diajarkan?

pedagogi

	Teknik	TGfU
Instruction	Berpusat pada guru	Berpusat pada siswa (perkembangan & peningkatan)
Strategy	Part - Whole	Whole – Part – Whole
Content	Berbasis teknik	Berbasis konsep
Context	Interaksi guru - siswa	Interaksi dari berbagai dimensi
Teacher role	Pemindahan informasi	Fasilitator pemecahan masalah
Learner role	Pasif	Aktif
Evaluation	Penguasaan (ketuntasan)	Demonstrasi pengetahuan dan kontribusi dalam proses

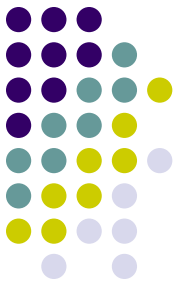


Characteristic of TGfU

- A tactical problem
- Student's involvement in a adapted game setting
 - Emphasizes the tactical problem
- Specific response --- specific problem

Klasifikasi Permainan

- Target
- Striking
- Net/wall
- Invasion/territorial



Tujuan Utama Permainan

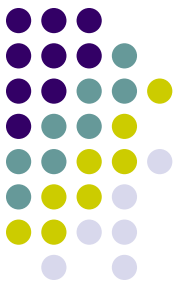


- Target games
 - Untuk mengirim suatu objek dan membuat kontak dengan sebuah target tak bergerak yang spesifik dengan usaha yang lebih ringan terhadap lawan
- Striking
 - Untuk menempatkan bola dari jangkauan pemain lawan dalam usaha untuk berlari menuju tempat hinggap dan mencetak skor

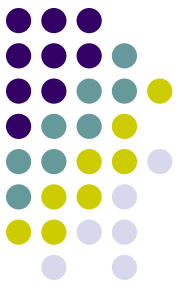
Tujuan Utama Permainan



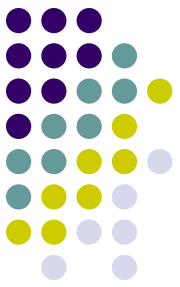
- Net/wall
 - Untuk mengirim bola kembali kepada lawan agar lawan tidak dapat mengembalikan bola tersebut atau memaksakan mereka membuat kesalahan. Hanya diawali dengan service
- Invasion/territorial
 - Untuk menyerang wilayah pertahanan lawan dalam usaha mencetak gol dan mencegah lawan lawan mencetak gol



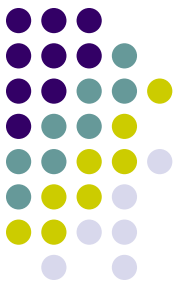
	Concept	Skill
Target	Sending away	Drive Release Deliver
Striking	Placement of the ball in the field	Striking Body positioning Hand position on bat
	Decision making	Observation Listening Receiving Throwing
	Covering bases	Sprinting Ready position Moving sideways
	Base running	Sprinting Sliding



	Concept	Skill
Net/wall	Spatial awareness	Throwing Catching on bounce & volley Serving and receiving serve
	Positioning on court	Running, Stopping, & Changing direction
	Position on body	Balance Footwork Hitting the ball in relation to the body
	Trajectory	Throwing & Catching
	Depth	Hitting with specific force (lob shot, drop shot, spin shots, volley, drives, dig)
	Angles	Control the racket, angle of racket, volley, forehand and backhand

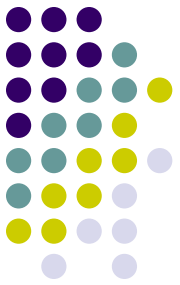


	Concept	Skill
Invasion/ territorial	Offensive	
	Keeping possession	Sending, receiving, traveling
	Penetration/invasion	Accurate passing and receiving, dodging, change of speeds
	Deffensive	
	Zoning	Shuffle, change speed, running in different directions
	Defending a spesific player	Footwork
	Transposition concepts	Peripheral vision, footwork, running, quick change of direction



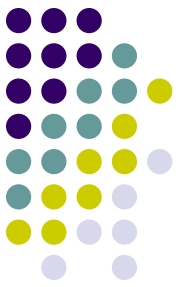
Peran pemain

Target	<ul style="list-style-type: none">● Same skill required for all players● No interaction
Striking	<ul style="list-style-type: none">● Variation in role for defensive team● (mis; pitcher, catcher)
Net/ Wall	<ul style="list-style-type: none">● All players require same skills as they rotate positions● (mis; all serve and receive)
Territorial/ Invasion	<ul style="list-style-type: none">● Designated goalkeeper, defensive and offensive players● Designated midcourt (both roles)



Area bermain

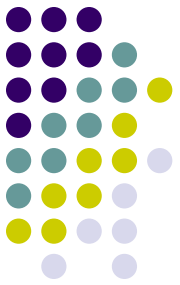
Target	<ul style="list-style-type: none">● Playing area shared● Players take turns● Variation from golf courses to ice sheets
Striking	<ul style="list-style-type: none">● Area is shared● Offensive team has designated track to run● Running track varies
Net/ Wall	<ul style="list-style-type: none">● Area is divided by a net● Opposing players are separated
Territorial/ Invasion	<ul style="list-style-type: none">● Area shared by all players● Rectangular● Often outdoors



Strategi Penyerangan

Target	<ul style="list-style-type: none">● Hitting a target● Archery gold● Bowling jack● Curling button● Golf hole● Pool pockets● Skittles pins
Striking	<ul style="list-style-type: none">● Fielding position● Forcing plays● Holding runner from stealing● Staying on offense● Keeping turn for as long as possible OK

Strategi Penyerangan



Net/ Wall	<ul style="list-style-type: none">● Placing ball farthest away from player● Placing ball close to boundary lines● Moving to volley position at net● Intercepting● Anticipating● Employing spikers
Territorial/ Invasion	<ul style="list-style-type: none">● Keeping possession● Moving ball or puck to specified area● Rapid changing from offensive to defensive● Transposition-organization of players moving from offensive to defensive and vice versa



Strategi Pertahanan

Target	<ul style="list-style-type: none">● No defensive strategy in individual games● In team games, obstacles prevent own target from being hit
Striking	<ul style="list-style-type: none">● Stealing● Leading● Tagging up● Quick and accurate receiving and sending skills
Net/ Wall	<ul style="list-style-type: none">● Returning object and keeping it in bounds● Anticipating where opponents will return object
Territorial/ Invasion	<ul style="list-style-type: none">● Intercepting ball or puck before it goes over the line or into the goal● Pressuring opponents into making mistakes● Closing down distribution options

Faktor Perencanaan Program



- ***Time***

- Waktu yang dibutuhkan untuk pengembangan sebuah permainan secara mendalam
 - Masing-masing permainan membutuhkan waktu yang tidak sama

- ***Focus***

- Focus yang sedikit pada setiap level permainan
 - Permainan memerlukan tugas (skills, concepts, & strategies) yang kompleks, sgh dapat dibagi dalam level-level

- ***Sampling***

- Diberikan kesempatan kepada beberapa permainan dalam kategori (ditentukan secara acak)
 - Memahami persamaan dan perbedaan permainan dalam klasifikasi yang sama

Faktor Perencanaan Program



- ***Readiness of learner***
 - Level perkembangan siswa (peserta didik)
 - Pemilihan permainan berdasarkan kesiapan (level perkembangan) siswa
- ***Intertask transfer***
 - Tugas beberapa permainan (skills, concepts, & strategies) yang sama
 - Satu klasifikasi
 - Beda klasifikasi
- ***Intratask transfer***
 - Tugas setiap permainan memiliki tingkatan (level)
 - Dari yang sederhana menuju yang kompleks

Faktor Perencanaan Program



- ***Spiral curriculum***
 - Peningkatan secara “spiral”
 - ide, konsep, dan strategi
 - Pembelajaran dan materi
- ***Standart***
 - Kompetensi (nasional, regional atau daerah)
 - NASPE, National Curriculum Council, Ministry of Education
 - Di Indonesia ?????
 - Hubungan antara program permainan dengan penyusunan kompetensi