

Using Youtube as a Learning Tool for Basic Volleyball Techniques for Junior High School Students during Pandemic

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Abstrak:

Pandemi COVID-19 berdampak besar pada pendidikan di Indonesia. Berbagai upaya dilakukan untuk menarik minat belajar siswa, salah satu upaya yang dilakukan guru adalah video pembelajaran dengan tujuan agar siswa dapat memahami pelajaran dengan baik. Tujuan dari kegiatan ini adalah untuk mengetahui efektivitas aplikasi Youtube sebagai sarana pembelajaran olahraga bagi siswa SMP di masa pandemi. Hasil data kegiatan ini menunjukkan diperoleh 52% hasil pretest pengetahuan teknik dasar bola voli siswa. Namun setelah pemberian materi dengan video Youtube, hasil post-test pengetahuan meningkat menjadi 84% ,jadi pembelajaran melalui video Youtube dapat meningkatkan literasi siswa. Oleh karena itu, perlu adanya variasi metode pembelajaran di masa pandemi ini yang diharapkan mampu meningkatkan kualitas literasi siswa.

Keywords: Bola Voli, Pandemi, Youtube

Abstract:

The COVID-19 pandemic has had a major impact on education in Indonesia. Various efforts were made to attract students' interest in learning, one of the efforts made by the teacher was a learning video with the aim that students were able to understand the lesson well. The purpose of this study was to determine the effectiveness of the Youtube application as a means of learning sports for junior high school students during the pandemic. The results of this activity data show 52% of the students' basic volleyball knowledge pretest results were obtained. However, after giving the material with Youtube videos, the post-test results of knowledge increased to 84% so that learning through Youtube videos can improve student literacy. Therefore, there is a need for variations in learning methods during this pandemic which are expected to be able to improve the literacy quality of students.

Keywords: Pandemic, Volleyball, Youtube

1. Introduction

In the current state of the COVID-19 pandemic, it can affect all aspects or activities in human life, in the economy and education (Hartanti *et al.*, 2021). In fact, currently with the COVID-19 pandemic encouraging all education sectors to conduct online learning, even with positive academic results, students reported increased stress, anxiety and also had difficulty concentrating because they were not used to it (Lemay *et al.*, 2021) The pandemic is a problem that has caused more than 200 countries in the world, including Indonesia, to suppress its spread by implementing a lockdown, improving health services including the availability of personal protective equipment (PPE) and notification of Stay At Home. Indonesia itself has been heavily affected by COVID-19 with a case fatality rate (CFR) of 8.9%. at the end of March 2020 (Setiati & Azwar, 2020).

One of the sports learning that is hampered during this pandemic is Volleyball. Volleyball is a team game, this game emphasizes teamwork and cohesiveness in a team. This game uses the arm as a bat and the ball as an object to hit. The elements of motion contained in volleyball games include throwing, swinging, hitting and jumping (Syaleh, 2017)

The application used this time is Youtube. Youtube is a website that is loaded with video sharing and users are allowed to upload, watch and share learning videos. This site is easily accessible by anyone and has provided learning media for various fields of study, including learning, both products from within and outside the country. For this reason, the selective use of learning videos from this site is highly recommended for all teachers to serve and advance physics education in Indonesia. Since its launch as a website for sharing daily videos in 2005, Youtube has become one of the most powerful digital media platforms in the world (Burgess, 2018).

Previous research shows that learning media is needed in the teaching process so that learning can take place easily according to class conditions. Learning videos are suitable learning media and in it there are stages of the learning process that are clearly and in detail. Learning video media can be used as a source of independent learning in sports learning (Carolin *et al.*, 2020). The results of other studies reveal that Youtube has a significant influence and students view the use of Youtube positively (Winarni & Rasiban, 2021). Youtube research also shows an increase in student learning motivation (Yusri *et al.*, 2018).

The issue of this pandemic is very influential in the world, especially in the field of education, and we never know when this pandemic will end or when schools will meet again.

In this case, schools of all levels will always be online and children will learn completely at home. So, we think learning through Youtube media will increase the understanding of sports lessons.

2. Method

This study uses a quantitative descriptive research design. The data collection technique uses a questionnaire which we will distribute to 10 students of Junior High School 2 Banjaran. We use this method because we do not use a comparison class as a form of the author's efforts to explain the advantages of a method (Juita & Yusmaridi, 2018). This observation was carried out online using the WhatsApp application and zoom meeting with 10 children. This activity was conducted using a pretest before the implementation of literacy habituation using video media of basic ball game techniques from Youtube, then after the literacy habituation treatment we gave another post-test to see how and to what extent the development of children's knowledge about basic techniques in volleyball games.

3. Result and Discussion

The questionnaire was distributed to principal and teachers of 2 Banjaran Junior High School using WhatsApp application as captured in Figure 1, while learning materials about basic volleyball techniques was delivered to teachers and students of 2 Banjaran Junior High School via Youtube as seen Figure 2.

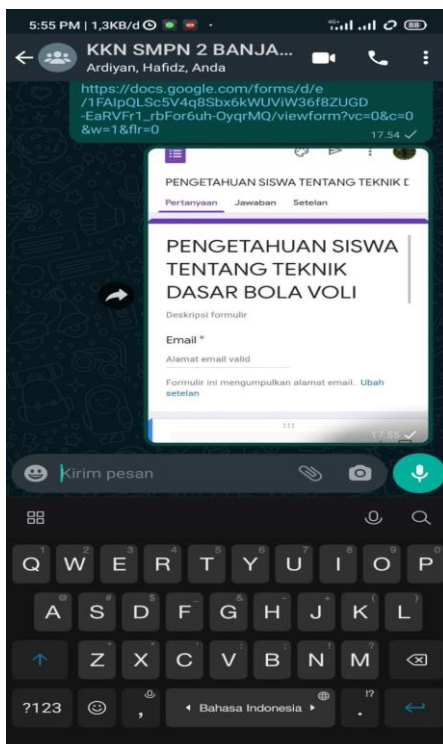


Figure 1. Distribution of questionnaires via WhatsApp.



Figure 2. Learning with Student Via Zoom Application

This activity was conducted on eighth grade students of SMP Negeri 2 Banjarnan with categories of all genders. We distributed 10 Pre-Test questions to students, provided learning videos from Youtube. Finally, we gave 10 Post-Test questions to determine the extent of students' understanding of the basic techniques of the Volleyball game.

Table 1 shows the responses that have been collected from 8th grade students. The number of samples includes 60% for male students and 40% for female students. This activity was conducted online and the media used to collect pre-test and post-test data was google form. Based on the results, it could be inferred as the followings:

- (i) For question number 1 all student already know about Volleyball.

- (ii) For question number 2 all students already know about volleying.
- (iii) For question number 3 all students already know about bumping.
- (iv) For question number 4 there has been an increase of 20% regarding jumping service.
- (v) For question number 5 there has been an increase of 20% regarding Blocking.
- (vi) For question number 6. there has been an increase of 40% regarding Spiking.
- (vii) For question number 7 there has been an increase of 40% regarding Setting.
- (viii) For question number 8 there has been an increase of 50% regarding digging.
- (ix) For question number 9 all students already know about service.
- (x) For question number 10 there has been an increase of 50% regarding Floating Service.

From Table 1 we get 52% of the results of the pre-test of students' knowledge of basic volleyball techniques. However, after giving the material with Youtube videos, the post-test results of knowledge increased to 84%. In line with what Kamhar *et al* (2019) stated, the use of Youtube media was able to have a positive impact for the development of student literacy (Kamhar, M. Y., and Lestari, E. 2019).

Table 1. Pre-test and post-test Result

no	Questions	Pre-test	Post-test	Gain
1	Do you know Volleyball ?	100%	100%	0%
2	Do you know the Volleying ?	100%	100%	0%
3	Do you know the Bumping ?	100%	100%	0%
4	Do you know the Jumping Service ?	80%	100%	20%
5	Do you know the Blocking ?	70%	90%	20%
6	Do you know the Spiking ?	40%	80%	40%
7	Do you know the Setting ?	30%	70%	40%
8	Do you know the Digging ?	0%	50%	50%
9	Do you know the Service ?	100%	100%	0%
10	Do you know the Floating Service ?	0%	50%	50%

4. Conclusion

Based on the results of this activity, the need for varied learning methods to increase students' literacy levels. The results of this study indicate an increase in students' knowledge at the time of the post-test 52% increased to 84% after the post-test data was obtained. Varied methods are able to develop children's literacy, one of which is by presenting material through learning videos from Youtube.

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