

Level of Volleyball Knowledge and Underwear Passing Ability

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Abstract

This research is a descriptive research type that uses a "Survey" research design. This research aims to determine; (1) how the volleyball game knowledge of class V students of UPT SD Negeri Mangkura 1 Makassar City; and (2) how is the underhand passing ability of class V students of UPT SD Negeri Mangkura 1 Makassar City. The population is all class V students of UPT SD Negeri Mangkura 1 Makassar City. The sample used was 25 class V students. The sampling technique was simple random sampling. The data analysis technique used was descriptive analysis. The results of the study showed that; (1) The volleyball game knowledge of class V students of UPT SD Negeri Mangkura 1 Makassar City is in the high category, with a percentage of 36.00 percent; (2) The underhand passing ability of class V students of UPT SD Negeri Mangkura 1 Makassar City is in the percentage of 52.00 percent.

Keywords: Knowledge; Game; Volleyball; Underhand Pass.

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A. Introduction

Education has a very important role in advancing а nation (Nissa, 2021). Education is expected to be able to educate the younger generation who can develop their potential, have critical and dynamic thinking patterns (Bangun & Yunis, 2016), be responsible, have noble character, believe in and be devoted to God Almighty (Bismar & Sahabuddin, 2019). Education must also be able to produce human resources who have competencies, namely attitudes, knowledge and skills Education is (Saitya, 2022). а reorganization of experience in increasing abilities to direct education in the future (Utami et al., 2022).

In the implementation of education at the elementary education level, physical education is one of the learning activities based on students (Sahabuddin et al., 2020). Physical education is a practical theoretical learning that is taught face-to-face (Irfan, 2019) which aims for students to develop physical, mental, social and emotional development that is harmonious and balanced (Sahabuddin & Hakim, 2019). But in reality, physical education is no longer face-to-face but virtual, which still has many question marks (Taqwim et al., 2020) and has an impact on all aspects of life, especially the teaching and learning process (Sahabuddin et al., 2022). The teaching and

learning process carried out at home called distance learning certainly reduces the quality and knowledge of children (<u>Tumaloto, 2022</u>).

In the world today, there is a widespread outbreak of coronavirus which can cause a disease called COVID-19. Covid-19 which has occurred in various countries including Indonesia has an impact on various fields including education (Khadijah & Gusman, 2020). Currently, the world of education is facing quite complex problems (Jayul & Irwanto, 2020). The attack of the virus has an impact on the implementation of learning at all levels of education (Anita, 2020). Of course, there are not many obstacles at the tertiary level (Javul & Irwanto, 2020) and some secondary schools are accustomed to implementing online learning (Putria et al., 2020), but this is not the case with elementary education (elementary schools) which are not even allowed to bring communication devices (cellphones) to school or the classroom (Fitra et al., 2020). On March 24, 2020, the Minister of Education and Culture of the Republic of Indonesia issued Circular Letter Number 4 of 2020 concerning the implementation of education policies during the emergency period of the spread of COVID-19. The learning process is carried out at home

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through online/distance learning which aims to break the chain of transmission of COVID-19 (Komarudin & Prabowo, 2020). Online learning is the use of the Internet network in the learning process (Herlina & Suherman, 2020). Online learning allows students to have the flexibility of learning time (Hidayatullah & Anwar, 2020) and can learn anytime and anywhere (Fitriyani et al., 2020). Students can interact with teachers using several applications such as classroom, video conference, telephone or live chat, zoom or WhatsApp group (Nurdin, 2021). This learning is an educational innovation to answer the challenge (Prayadi & Putra, 2022) of the availability of varied learning resources (Maryono, 2017).

Physical education is a learning process through physical activities designed to improve physical fitness (Syahrin & Bustamam, 2017), develop motor skills, knowledge and behaviour of healthy and active living, emotional intelligence and sportsmanship (Rohmansyah, 2017). Physical education is defined as education through movement (Haris et al., 2021) and must be implemented in the right ways so that it has meaning for students (Kusuma & Winarno, 2018). Physical education is a learning program that provides proportional and adequate attention to learning domains,

namely psychomotor, cognitive, and affective (Setiawan & Wisnu, 2019).

Physical education is a discipline dominated by practice in physical activity and little theory (<u>Clarita et al., 2021</u>). In the 2013 curriculum, physical education at the elementary education level is integrated into the Physical Education, Health and Sports Subject (Arifin, 2017). In line with that, the essence of physical education includes all elements of fitness, physical movement skills, health, games, sports, dance and recreation (Suganda et al., 2021). Various limitations such as internet access and operational capabilities on online features (Hudah et al., 2020), physical education itself encounters various obstacles and constraints during the Covid-19 pandemic (<u>Rozi et al., 2021</u>).

Based on observations at the UPT SD Negeri Mangkura 1 Makassar City during the Covid-19 Pandemic that greatly affected teaching and learning activities in elementary schools, so that teaching and learning activities that were initially carried out face-to-face in class had to switch to online or distance learning. This, of course, has an impact on learning Physical Education, Sports and Health at UPT SD Negeri Mangkura 1 Makassar City, including learning Physical Education, and Health that cannot Sports be implemented according to the RPP, many students complain because they have too

much homework, and parents have difficulty in accompanying their children's learning activities, so а description of the of learning implementation Physical Education, Sports and Health during the Covid-19 pandemic is needed so that learning can be carried out better (Prasetyo et al., 2019). Especially volleyball material which is theoretical and practical learning where students must master knowledge as well as basic volleyball underhand passing techniques.

The fact that occurred at UPT SD Negeri Mangkura 1 Makassar City during the COVID-19 pandemic, the knowledge and practice of underhand passing was very lacking, even below average. This was because, during the Covid-19 pandemic, students' interest in learning was lacking, limitations in the learning process, and even many students did not understand volleyball underhand passing because they did not practice basic techniques that students need to master properly and correctly, but distance learning is the main obstacle in achieving indicators, especially children's knowledge which is below average, even many are still below the KKM which is the benchmark for graduation.

B. Method

This research is a quantitative descriptive research using tests and observations. The data collection technique uses tests and observations to determine volleyball game knowledge and underhand passing ability. Descriptive research is research that describes the existing conditions according to reality. The scores obtained from the questionnaire are then analyzed with descriptive analysis which is expressed in the form of a percentage. This research design is a brief description of all the processes that are expanded in the planning and implementation of a study. The population in this study were all students of UPT SD Negeri Mangkura 1 Makassar City as many as 225 students. The sample in this study was 25 students. This sampling technique uses random sampling or randomly. Descriptive data analysis is intended to obtain a general description of the data including the average, standard deviation, minimum value, and maximum value. So the overall statistical data analysis used generally uses computer analysis on the SPSS program version 21.00 with a significance level of 95% or a = 0.05.

$$P = (F/N) \times 100\%$$

C. Results and Discussion

Results

The data from the research results aims to provide a general description of the distribution of volleyball game knowledge data and the ability to pass under the ball of grade V students at UPT SD Negeri Mangkura 1 Makassar City. The summary of the results of the descriptive statistical calculations is presented as follows:

	Volleyball Game	Underpass Ability	
Statistics	Knowledge		
Sample (n)	25	25	
Average	6.76	7.08	
Standard deviation (s)	1.92	1.25	
Varians	3.69	1.57	
Range	7	4	
Minimum	3	5	
Maximum	10	9	

Table 1 above presents the data description of each variable as follows: Volleyball game knowledge of grade V students. Based on the research data on volleyball game knowledge, a minimum value of 3 scores and a maximum value of 10 scores were obtained, with a range of 7 scores. The average value is 6.76 scores, with a standard deviation of 1.92 scores and a variance of 3.69 scores.

Raw data on volleyball game knowledge can be arranged in a frequency distribution as follows:

	5			5	U
No.	Inter	val (Class	F	%
1	2	-	3	1	4.00
2	4	-	5	6	24.00
3	6	-	7	8	32.00
4	8	-	9	8	32.00
5	10	-	11	2	8.00
	Tota	al		25	100.00

Table 2. Frequency distribution of volleyball game knowledge

Based on Table 2 above, it is known that 25 people were sampled in the study, where 7 people (28.00%) received volleyball game knowledge below the average class, 8 people in the average class (32.00%), and 10 people (40.00%) above the average class. The following is presented the volleyball game knowledge score data in the form of the following histogram. Level of Volleyball Knowledge and Underwear Passing Ability E-ISSN: 2722-3450 P-ISSN: 2775-3808

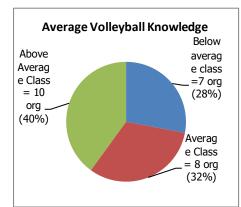


Figure 1. Volleyball Game Knowledge Score Pie

The ability underhand passing of grade V students at UPT SD Negeri Mangkura 1 Makassar City, based on the research data on underhand passing ability, a minimum score of 5 scores and a maximum score of 9 scores were obtained, with a range of 4 scores. The average score was 7.08 scores, with a standard deviation of 1.25 scores, and a variance of 1.57 scores.

Raw data on underhand passing ability can be arranged in a frequency distribution as follows:

Table 3. Frequency	Distribution List of Underarm	Passing Ability
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No.	Value	F	%
1	Less than 5	0	0.00
2	Less than 6	3	12.00
3	Less than 7	5	20.00
4	Less than 8	8	32.00
5	Less than 9	5	20.00
6	Less than 10	4	16.00
	Total	25	100.00

Based on Table 4.3 above, it is known that 25 people were sampled in the study, where 8 people (32.00%) got the ability to pass under below the average class, 8 people in the average class (32.00%), and 9 people (36.00%) above the average class. The following is the data on the score of the ability to pass under in the form of the following histogram.

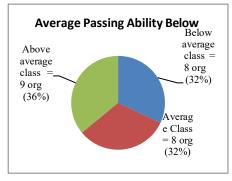


Figure 2. Pie Score of Underhand Passing Ability

Volleyball game knowledge of grade V students at UPT SD Negeri Mangkura 1, Makassar City

It can be stated that the results of the

level of volleyball game knowledge of grade V students converted based on assessment categories are stated as follows:

No	Norm	F	%	Category
1	≥ 10.21	2	8.00	Very high
2	$7.91 \le 10.21$	9	36.00	High
3	$5.61 \le 7.91$	7	28.00	Currently
4	$3.30 \le 5.61$	6	24.00	Low
5	\leq 3.30	1	4.00	Very Low
	Total	25	100	

TT 1 1 4 T 1 C 11 1 11	1 1 1	
Table 4. List of volleyball	game knowledge category	assessment conversions
Table 4. List of voneyoun	guille know ledge edlegoly	

From Table 4 above, it can be stated that the category of volleyball game knowledge level of grade V students, that out of 25 students, obtained very high category 2 people (8.00%), high category 9 people (36.00%), medium category 7 people (28.00%) and low category 6 people (24.00%), and very low category 1 (4.00%). The following is presented data on the volleyball game knowledge level score of grade V students at UPT SD Negeri Mangkura 1 Makassar City in the form of the following pie chart.

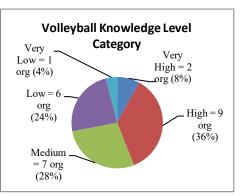


Figure 3. Pie Score of Volleyball Game Knowledge Level

From the description of the data and categories that have been presented, it is obtained that the highest percentage of the level of volleyball game knowledge of grade V students is in the very high category distribution, followed by the medium category distribution, then the low and very low classifications, and the high classification. Thus, it can be concluded that overall the total percentage of the level of volleyball game knowledge of grade V students at UPT SD Negeri Mangkura 1 Makassar City is in the very high category.

The ability to underhand passing of grade V students at UPT SD Negeri Mangkura 1, Makassar City

It can be stated that the results of the passing ability of grade V students converted based on the assessment category

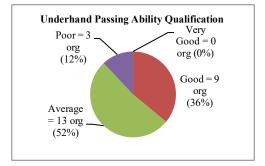
Table 5. Co	Silversion of percent	age seale assessment ente		a passing abinty
No.	T-Skor	K	F	%
1	->66	Very Good	0	6.67
2	53-65	Good	9	33.33
3	41-52	Average	13	40.00
4	-<40	Poor	3	20.00
	Total		25	100

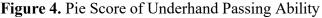
are stated as follows:

 Table 5. Conversion of percentage scale assessment criteria for underhand passing ability

Table 5 above, it is known that 25 students in grade V, where 0 people (0.00%) did not get a very good qualification, 9 people (36.00%) got a good qualification, 13 people (52.00%) got a

moderate qualification and 3 people (12.00%) got a less than ideal qualification. The following is the data on the score of the lower passing ability level of grade V students in the form of the following pie chart.





From the description of the data and categories that have been presented, it was obtained that the highest percentage of the ability to pass under the class V students was in the medium category distribution, followed by the good category distribution, then the less classification and the very good classification. Thus, it can be concluded that overall the total percentage of the ability to pass under the class V students is in the medium category..

Discussion

Volleyball game knowledge of grade V students at UPT SD Negeri Mangkura 1, Makassar City

Of the 25 research samples, each of whom obtained a percentage through the results of descriptive analysis which were categorized as the level of volleyball game knowledge of class V students consisting of:

 a. Very high category of volleyball game knowledge for class V with a percentage of 8.00 percent. In the very high category, 2 people get a score of ten from the total score and are above the average class of volleyball game knowledge.Thisachievementindicates that students have aspects ofgeneral knowledge about volleyball,basictechniques,facilitiesinfrastructure and regulations related tothe size and system of the match.

- b. High category of volleyball game knowledge for class V with a percentage of 36.00 percent. In the high category, 9 people get a score of eight and nine of the total score and have knowledge above the average class and are in the average class. This achievement indicates that students have aspects of general knowledge about volleyball, basic techniques, infrastructure, and regulations related to the size and system of the match.
- c. Medium category of volleyball game knowledge for class V with a percentage of 28.00 percent. In the medium category, 7 people get a score of seven and six of the total score and have knowledge in the average class and are below the average class. This achievement indicates that students have aspects of general knowledge about volleyball, basic techniques, infrastructure and regulations related to the system of the match.
- d. Low category of volleyball game knowledge for class V with a percentage of 24.00 percent. In the low category, 6 people get a score of five

and four from the total score and know the average class. This achievement indicates that students have some aspects of general knowledge about volleyball, basic techniques, infrastructure, and regulations related to the match system, but some do not know the infrastructure and basic techniques of volleyball.

e. Very low category of volleyball game knowledge for class V with a percentage of 4.00 percent. In the very low category, there is 1 person who gets a score of three from the total score and knows the average class. This achievement indicates that students lack aspects of general knowledge about volleyball, basic techniques, infrastructure and regulations related to the match system.

Because the high category of volleyball game knowledge obtained a higher percentage than the very high, medium, low and very low categories of volleyball game knowledge. It can be stated that the volleyball game knowledge of grade V students is in the high category. As for the factors that influence the volleyball game knowledge of grade V students. These factors are as follows:

The Role of Teachers

Sports teachers at UPT SD Negeri Mangkura 1 Makassar City have become part of increasing volleyball game knowledge. Where grade V students in every practice of playing big ball games, are always equipped with knowledge, including volleyball games, as well as during recess always using the field to play volleyball games for grade V students. That is what stimulates students is applied by teachers, so that grade V students are no longer directed related to volleyball games, but with their initiative to play volleyball games for grade V students. Based on the habit of playing, so that it also influences knowledge about volleyball games

Facility

Observations and observations at the UPT SD Negeri Mangkura 1 Makassar City found a volleyball court that is always used by fifth-grade students in sports activities, especially in physical education and sports health subjects. The field facilities follow the fields commonly used in volleyball games, the field provides stimulation for fifth-grade students in utilizing the volleyball court to play volleyball games during recess.

The level of passing ability of grade V students

Of the 25 research samples, each of whom obtained a score through descriptive analysis results which were converted into a criteria percentage scale assessment table using an interpretation consisting of:

- a. Very good qualification was not obtained (0.00%) by people who had a T-score greater than 66.
- b. Good qualification was obtained by 9 (36.00%) people who had a T-score of 53 to 65. Based on the assessment of the implementation of the ability to pass under the ball of grade V students, starting from the initial position of doing a perfect position, continued by passing the ball and showing the position of the feet that are clenched and both hands are relaxed after inspecting with the ball, this movement is done repeatedly until it reaches 30 seconds with ability above the average class. Although the movements carried out in passing under are perfect, the number of passes is still not optimal.
- c. C. Medium qualification was obtained by 13 (52.00%) people who had a Tscore of 41 to 52. Based on the assessment of the implementation of the ability to pass under the ball of class V students, starting from the initial position of doing a perfect position, continued by passing the ball and showing the position of the feet that are clenched and both hands are relaxed after inspecting with the ball, this movement is done repeatedly until it reaches 30 seconds with the ability in

the average class, and several samples were seen doing passes that caused the ball to be wild and less controlled. Although the movements made in passing under the ball were perfect, the number of passes was still not optimal.

d. Poor qualification was obtained by 3 (12.00%) people who had a T-score less than 41. Based on the assessment of the implementation of the ability to pass under the ball of class V students. Starting from the initial position of performing a perfect position, continue by passing the ball and showing the position of the feet that are clenched and both hands are relaxed after performing an inspection with the ball, this movement is done repeatedly until reaching a time of 30 seconds with abilities below average class with movements that are not yet perfect as a whole so that they are unable to control the ball pass normally until completing the pass according to the specified time, which is 30 seconds.

Because the moderate qualification of the underhand passing ability obtains a higher percentage than the very good, good and poor qualification of the underhand passing ability in volleyball games. It can be stated that the level of underhand passing ability in volleyball games of students in the moderately qualified class.

D. Conclusion

Based on the results of the study of volleyball passing knowledge and ability of grade V students with a sample of 25 people, it was found that the knowledge of 25 students, obtained a very high category of 2 people (8.00%), high category 9 people (36.00%), medium category 7 people (28.00%) and low category 6 people (24.00%), and very low category 1 (4.00%). While in the ability of volleyball underhand passing in grade V students where no qualifications were obtained very good 0 people (0.00%), good qualification 9 people (36.00%), medium qualification 13 people (52.00%) and less qualification 3 people (12.00%).

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