

ABSTRACT

SUSANTI BUA KO, Nim. 831 411 201 “increasing blow in Game Table Tennis Forehand through modeling methods In Class X IS² SMA Negeri 1 Kabila”. Thesis Guidance Drs. Ahmad Lamusu, S.Pd, M.Pd and Drs. Sarjan Mile, M.s. The problem in observational its reducing student skill mastery blow in game table Tennis forehand. Its resolving trick is done by use of modeling method in processes learning. The purpose of this research is : to increasing blow in game Table tennis forehand through methods in X IS² SMA Negeri 1 Kabila. Yeld of researc brazes this was promoted bye use of modelling method in learning on that executed at X IS² SMA Negeri 1 Kabila regency school year 2015. Yeld of researc is signifikan, where is increasing happening with percentage 83,75% overshoot prescribed performance indicator 80 % afters were done by action in two cycles of all told student that hit by action. Observational result indicate that student skill in does forehand through on in table tennis game increase after was given by action and up to result correspons to what do be expected namely average point 53,33% on early observation, Cycle in to increase as big 14,58% as 67,91%, and Cycle II worked up as big as 15,84% as 83,75%. Thus therefore finished reputed research.

Key words : Punch Table Tennis Forehand, Modeling