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The Level of Students Knowledge of Football Learning in The Covid-19 Era

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Abstract

This study aims to determine how big the level of students' knowledge of football learning in the covid-19 era. With this research, it is hoped that it can be seen the extent to which students are able to capture learning during this pandemic situation. This study uses a quantitative descriptive survey method with the distribution of digital questionnaires via google form. The subjects of this study were students majoring in TKJ SMK Pasundan 1 Cimahi with a total of 50 people. The entire population was sampled so that in this study using total sampling, with a Guttman true-false test. Quantitative descriptive analysis technique as outlined in the percentage chart. The results showed that the level of students' knowledge of football learning in the covid-19 era was in the "very low" category of 0% (0 students).

Keywords: Knowledge Level, Football

INTRODUCTION

Physical education is an important lesson because it includes bodily activities and also fosters healthy living for students, namely healthy living through physical activity, sports. There are complex elements in physical education, both cognitive, affective and psychomotor. Physical education is the process of utilizing physical activity carried out consciously and systematically to obtain skills, growth, intelligence, emotional and character formation (Yudiana, 2015). Meanwhile, according to Rahayu, physical education activities will have an impact on the ability to function of body organs such as the heart, lungs, blood circulation and breathing which will improve (Rahayu, 2016). So the benefits for human life are very complex, covering many things throughout life, it can be used as education for children about everything that exists in them, especially including physical and mental health (Budiman et al., 2018).

In the Covid-19 situation, all learning processes in schools are carried out online, including physical education learning (Budiman, 2021). This was done because it reduces

22 the spread of the Covid-19 virus, which is easy to spread or infect among other humans. The transmission process of the Covid-19 disease occurs very quickly through droplets containing the virus (Yanti et al., 2020). Online physical education or PJOK learning is felt to be less effective, because the teaching material is difficult to convey in its entirety, therefore it is necessary to know the students' comprehension ability in this online learning, whether students can still follow and understand the teaching material by testing the PJOK material that has been taught. one of them with the material of one of the big balls, namely football.

Efforts made to develop sports achievements are sports development through training aspects that need to be considered, namely physical, technical, tactical and mental aspects, therefore training is needed to create a good composition of all these aspects. The aim of training sessions is to prepare players for competition, so that in matches they can show developments in tactics, technique, physicality and the spirit of togetherness (psychosocial), mentality in players (Mubarak & Mudzakir, 2020). Big ball games through soccer are one of the materials contained in physical education learning (Amir, 2015). The game emphasizes the use of forms of play and movement activities as tools for learning. Through football, students are expected to have emotional and affective sensitivity so that students can show a sense of empathy, tolerance, mutual appreciation and respect. However, a phenomenon that often occurs in the field when the football learning process takes place is that students do not show maximum persistence and effort, so that the learning outcomes are passing in football can still be said to be not optimal (Muta'al., 2019). 8 Football is something that is common among people from different backgrounds, including positions that connect economic, political, cultural and religious levels (A. Luxbacher, 2016). Football already has standards in its game, be it basic techniques or game rules made by FIFA. There are basic techniques including 25 passing, control, dribbling, shooting and heading (Festiawan et al., 2019). Skills in dribbling the ball are very important, if dribbling is done with agility and speed then a player can pass opposing players easily (Mutaqin et al., 2017). Given the problems above, the author wants to know the level of student knowledge regarding football learning in the Covid-19 era. Because after all this time, most of the activities have been carried out online, the researchers want to find out how much learning knowledge there is in the Covid 19 era.

METHOD

1 The research method used in this research is descriptive quantitative with a survey approach via a digital Google Form questionnaire. The population taken in this research

were TKJ class XI students at SMK Pasundan Cimahi. The sample in this research was all 50 class XI students majoring in TKJ, which was carried out using techniquetotal sampling (Aminudin 2013). The research instrument used was a questionnaire in which there were 4 indicators, namely; 1) Football Organizational Factors. 2) Football Game Regulation Factors. 3) Technical Factors of the Football Game. The data analysis technique used in this research is quantitative descriptive analysis technique.

RESULTS AND DISCUSSION

Results

This research data was obtained from data filled in by respondents. lowest score(minimum) 34.78, the highest score(maximum) 100.00, installments(mean) 71.30, middle valuemedian) 73.9, a frequently occurring value(mode) 78.26, standard deviation (standard deviation). Specifically, knowledge data based on football organizational factor categories can be seen in the table below.

Table 1. Frequency Distribution of Football Organizational Factors

No	Interval	classification	Frequency	%
1	81-100	Very High	29	58%
2	61-80	High	0	0%
3	41-60	Moderate	16	32%
4	21-40	Low	0	0%
5	0-20	Very low	5	10%
amount			50	100

The level of knowledge of football learning in the Covid-19 era among students at SMK Pasundan 1 Cimahi based on football organizational factors is in the "very low" category of 10% (5 students), the "low" category is 0% (0 students), the "moderate" category is 32 % (16 students), the "high" category was 0% (0 students) and the "very high" category was 58% (29 students). Based on the calculations that have been carried out, the average value obtained is 74.0.

Meanwhile, knowledge based on football game regulation factors can be seen in table 2 below..

Table 2. Frequency Distribution of Football Game Regulation Factors

No	Interval	classification	Frequency	%
1	81-100	Very High	11	22%
2	61-80	High	29	58%
3	41-60	Moderate	8	16%
4	21-40	Low	2	4%
5	0-20	Very low	0	0%
amount				

The level of knowledge of physical education learning in the Covid-19 era among students at SMK Pasundan 1 Cimahi based on the football game rules factor is in the "very low" category of 0% (0 students), the "low" category of 4% (2 students), the "moderate" category. " by 16% (8 students), the "high" category by 58% (29 students) and the "very high" category by 22% (11 students). Based on the calculations that have been carried out, the average score obtained is 68. For knowledge based on football game technique factors, see table 3 below.

Table 3. Technical Factors of the Football Game

No	Interval	classification	Frequency	%
1	31-100	Very High	24	48%
2	61-80	High	16	32%
3	41-60	Moderate	2	4%
4	21-40	Low	8	16%
5	0-20	Very low	0	0%
amount			50	100

The level of knowledge of football learning in the Covid-19 era among students at SMK Pasundan 1 Cimahi based on football game tactics factors is in the "very low" category 0% (0 students), the "low" category is 16% (8 students), the "moderate" category of 4% (2 students), the "high" category was 32% (16 students) and the "very high" category was 48% (24 students). Based on the calculations that have been carried out, the average value obtained is 73.5. For knowledge based on football game tactics factors can be seen in table 4 below.

Table 4. Football Game Tactics Factors

	Interval	classification	Frequency	%
1	81-100	Very High	32	64
2	61-80	High	0	0
3	41-60	Moderate	14	28
4	21-40	Low	0	0
5	0-20	Very low	4	8
Jumlah			50	100

The level of knowledge of football learning in the Covid-19 era among students at SMK Pasundan 1 Cimahi based on football game tactics factors is in the "very low" category at 8% (4 students), the "low" category at 0% (0 students), the "fair" category. amounting to 28% (14 students), the "high" category was 0% (0 students) and the "very high" category was 64% (32 students). Based on the calculations that have been carried out, the average value obtained is 78.0.

Of all the factors that have been tested, all are calculated and presented as a whole with the following results:

Table 5. Frequency Distribution Table of Students' Knowledge Levels Regarding Football Learning in the Covid-19 Era

No	Interval	classification	Frequency	%
1	81-100	Very High	12	24%
2	61-80	High	25	50%
3	41-60	Moderate	10	20%
4	21-40	Low	3	6%
5	0-20	Very low	0	0%
Jumlah			50	100%

Discussion

Previous research revealed that the culture of learning activities during the pandemic was mostly held online. The level of knowledge of physical education learning in the Covid-19 era carried out by students at SMK Pasundan 1 Cimahi with football learning material is in the "very low" category at 0% (0 students), the "low" category at 6% (3 students), the "moderate" was 20% (10 students), the "high" category was 50% (25 students) and the "very high" category was 24% (12 students). Based on the average (mean), which is 71.30%, the level of physical education learning knowledge is included in the "high" category. With the large number of online activities, students have more freedom to search for information related to learning activities (Candrawa, 2010). However, a recent meta-analysis of online learning found that online learning is more effective than face-to-face meetings (Bernard et al., 2014). Effectiveness generally shows the extent to which predetermined learning objectives have been achieved (Müller et al., 2019). Effectiveness is a measure that states how far the target (quantity, quality and time) has been achieved, or the greater the percentage of targets achieved, the higher the effectiveness (Rohmawati, 2015). In accordance with the results and discussions that the researchers examined, the students' level of knowledge about physical education learning was categorized as high.

CONCLUSION

Based on the results of research and data analysis conducted regarding the level of students' knowledge of football learning in the Covid-19 era, the following conclusions were obtained. From the results of the data processing and analysis carried out, it shows that the level of student knowledge regarding football learning in the Covid-19 era is in the "very low" category at 0% (0 students), the "low" category at 6% (3 students), the

"low" category at 6% (3 students), the "low" category at 6% (3 students), the "low" category at 6% (3 students), the "low" category at 6% (3 students), the "low" category at 6% (3 students), the sufficient" by 20% (10 students), the "high" category by 50% (25 students) and the "very high" category by 24% (12 students). The majority of students were in the "high" category, with 50% of students getting a score of 61-80..

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