

## **ABSTRACT**

**ANANDA RIZKY FADILLAH (2020), *Efforts to Improve The Results of Chest Pass and Bounce Pass Basketball Games Using The Model Of Cooperative Learning Jigsaw Type, In The Class VII B SMP Negeri 1 Tasikmalaya City School Year 2019/2020.* Department of Physical Education, Faculty of Teacher Training and Education Sciences, University of Siliwangi, Tasikmalaya**

*The research used in this study is a method of class action research or PTK, which is conducted as many as 2 cycles. The object of research is a grade VII B student of SMP Negeri 1 Kota Tasikmalaya as much as 32 students in one class with 15 male students and 17 female students. The percentage of success of the KKM criteria when the pre-cycle is still very low with an average percentage of 20% or about 7 persons for the realm of psychomotor bounce pass while the chest pass is only 5 persons who have fulfilled the submission, after the model of the jigsaw type cooperative on Cycle 1 there was an increase of 37.50% for the psychometric aspect chest pass and 34.37% for the bounce pass while the cognitive aspect on Cycle 1 was 25% only reaching the KKM. And in Cycle 2 there has been a significant increase in the percentage of students ' submission on the psychomotor of chest pass which is 81.25% and the bounce pass amounted to 78.12% while the cognitive aspect of the percentage is 87.5%. That means the increase occurs in cycle 2 with a percentage reaching the above 75% in total. Based on the findings of this research, it can be concluded that the use of jigsaw learning models in improving the results of chest pass and bounce pass of class VII B SMP Negeri 1 Tasikmalaya City.*

***Keywords : learning outcomes, chest pass, bounce pass, Jigsaw type Cooperative learning model***