

***THE DEVELOPMENT OF FOOTBALL MODEL TO IMPROVE SHORT PASS SKILLS
IN SCORING TACTICS***

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Abstract

This study aims to determine the development of a soccer game model to improve short pass skills in scoring tactics. The data collection techniques in this study were initial condition data, football expert assessment data, group trial data, and product development effectiveness test data. The data sources in this study are experts in football academics, expert football practitioners, soccer athletes aged 10-12 years. The results of this study are four soccer game models to improve short pass skills in scoring tactics, namely: (1) the 2 vs 2 short passes playing model; (2) 12 children play model (3) the 5-to-5 passing playing model; (4) playing passing to attack model. At the end of the research stage, it can be concluded that the soccer game model to improve short pass skills in scoring tactics has very good quality. Based on this research, it is concluded that based on the trial results, the average expert evaluation data is 82.78%. (valid / can be used) and from the results of the assessment using a questionnaire for small-scale trials obtained 83.38% (valid/usable) while for large-scale field tests obtained 83.88% (valid/usable). From the product effectiveness test, namely small-scale trials, it is known that the increase in short pass skills is 57.317%, while for large-scale field tests it is known that the percentage of increasing short pass skills is 92.199%.

Keywords : short pass; skills; football

INTRODUCTION

Football is one of the most popular sports by most people, both young and old. Along with the public interest in the sport of football is great, gradually it is growing rapidly. While the public's interest in this sport is inordinate, it is not in line with the national team's achievements in the international arena. The achievements of the sport of football in Indonesia are considered less advanced than the achievements of other sports. It is not only interest and enthusiasm that can affect achievement, but many factors must be considered and need to be improved in various sectors, including problems with facilities and infrastructure, regular and continuous competition, quality of trainers and supported by scientific research and science.

Football is a type of sport that is played by attacking each other so that it has several tactical problems. These tactical problems are solved to increase efficiency and accuracy or effectiveness in displaying football game strategies. There are several problems in the game of football that stems from the problem of scoring and being able to defend the defense area to prevent the opponent from getting points and being able to maintain the victory until a predetermined time limit. Thus, problems in the game of football only stem from problems of attack tactics and problems of defense tactics. The basic techniques of playing football are all movements without the ball and movements with the ball that are needed to play soccer. Techniques without the ball include sprinting and changing directions, jumping and jumping, tricking with the body, special movements for goalkeepers. Techniques with the ball include recognizing the ball, kicking the ball, receiving the ball (Toto Subroto, 2007: 8.4-8.5).

Many factors cause failure in providing understanding to students, such as the availability of supporting facilities and infrastructure, the competence of the trainer, and also from the side of the students themselves, the game model as an effort to improve short pass skills (Short Pass) can be adjusted. In the problem of playing football skills, it is undeniable that the ability to pass will determine the effort. Methods that can be used to improve passing skills can vary, one of which can be done with a game model given to students. Many game patterns can be given to improve passing skills. The development of this model was made by researchers to provide a variety of exercises and make it easier and easier for children aged 10 to 12 years to understand because the development of this model of passing technique training is made so that children are interested and can be easier to remember the exercise movements. Based on the background of the problems that have been stated above, this research is entitled "Development of a Football Game Model to Improve Short Pass Skills in Score Tactics".

METHODS

This is a research and development (R&D). R&D is scientific research that examines a theory, model, concept, or principle and uses the results of the study to develop a product. It does not always develop new products, it can be by improving existing products that can be accounted for. R&D always begins with a need, a problem that requires a solution by using a particular product. Thus, development research is research that examines a theory, concept, or model to create a new product or improve an existing product starting from the existence of a need for a problem that can be solved with the product. The development model used by the researcher is the Borg and Gall development model which consists of 7 stages.

The data source is the subject where the data is obtained. The data sources in this study are grouped into two data sources, namely the initial data source and the data source in the feasibility test of the product being developed. These data sources include:

1. Researcher

The researcher in this study acts as an observer to find out the research needs, in this case, the problem that becomes the background of the research.

2. Football academic expert

The source of expert data from football academics was taken from a Nationally certified coach, namely Tri Prisharyadi, S.Pd.

3. Expert Football Practitioner

The source of expert data for soccer practitioners is taken from the coaching element, with qualifications to train in a team, namely Fajar Aryoko

4. Football Athletes

1) Population

The population is the entire population intended to be investigated. The population is limited by a portion of the population of individuals who have at least one characteristic in common. The population in this study were soccer athletes aged 10-12 years. Taken from 2 football clubs, namely SSB Madya Pemda Solo and SSB Patriot which is considered to represent the population.

2) Research Sample

The sample size used in this study was 40 children. All population subjects were used as data sources, so in this study, the sampling was carried out using a saturation sampling technique. Saturated sampling is a sampling technique when all the population is sampled. The data collection techniques in this study include initial condition data, football expert assessment data, group trial data, and data on the results of product development effectiveness tests. The data collection techniques used are:

1. Observation and interview

This technique is used to collect initial condition data about the process of developing a football game model to improve short pass skills in scoring tactics problems.

2. Questionnaire

This technique is used to collect product feasibility assessment data from experts, as well as opinions from athletes (product users).

3. Short pass skill test

The test technique was used to collect data on the mastery of basic short pass football technical skills. The data collected in this study are qualitative and quantitative. Qualitative data obtained by researchers since the beginning of the study to determine the percentage of product needs to be developed (needs analysis). Qualitative data is used for product development purposes. While quantitative data were obtained from expert evaluations, group trials, and the results of the initial and final product tests. So that in this study there are two analyzes, namely using a qualitative and quantitative approach.

FINDINGS AND DISCUSSION

1. Needs Analysis

The preliminary stage in this study is a needs analysis to identify problems, in this study a needs analysis was carried out by interviewing coaches of football clubs in the Greater Solo area, interviews were conducted to find out problems regarding mastery of basic techniques short pass skills for children aged 10-12 years. The conclusion of the interview with the SSB Madya Pemda Solo football coach and SSB Patriot is presented in table 4.1 below.

No	Data Source	Interview and Observation Result
1	Football Club Solo:	in In-game training, there are still many mistakes made by athletes, for example, not enough
	a. SSB Madya Pemda Solo	able to do short passes that are less accurate
	b. SSB Patriot	In practice, there are still basic errors such as poor passing or failing to reach the ball partner or the ball soar.

Based on table 4.1, it can be concluded that the mastery of basic techniques of passing skills, especially short passes for children aged 10-12 years is still not good and there is no model for developing mastery of basic techniques of short pass skills for children aged 10-12 years that are adapted to their development, growth, and abilities. child. Where the characteristics of children aged 10-12 years are better coordination, increased pleasure in playing with the ball, paying attention to organized games, increasing cooperation, enjoying group activities, liking group activities, and being motivated to become better.

2. Literature Review and Analysis

This stage is carried out by reviewing supporting theories about football and the initial preparation stage of product development. Theoretical studies are needed to underlie the preparation of the product which in this case is the product of a football game model to improve short pass skills in scoring tactics. The theory used is the general theory of soccer and the general theory of basic passing technique training that can underlie the preparation of the product. The development of this product examines the implementation of passing according to Pill (2013: 43) as the basis for developing this product, where passing exercises can be done in pairs, games, and goal goals.

3. Product Development

At this stage, the researcher did the initial product design. The following products were developed:

- 1) Playing short pass 2 against 2 In playing short pass 2 against 2, students are facilitated with the opportunity to make short passes in full. This playing scheme is modified from the form of drill practice which is given a slight change so that there is a form of play. Movement in this scheme is more focused on short pass skills and receiving the ball so that other forms of skills are minimized.
- 2) Playing passing 12 children
In playing this passing, they are formed into three groups with each group consisting of 4 children. Three small groups are placed into 3 parts of the field, namely the left, middle, and right. Each section has a different task, namely the left and right as players who control the ball while the middle section is the guard player whose job is to grab the ball or stop the pass. The equipment needed in playing passing for 12 children, namely 1 soccer ball and 2 field barriers.
- 3) Playing 5 vs 5 . passing
Playing 5 against 5 passing is a form of simplification of the overall football game. In playing this 5 versus 5 pass, the target used to score (score) is to give passes to friends who are outside the playing area. The player in the playing area is the player who has the most movements. However, basically in this game, each child is facilitated to find ways to give passes and ways to receive passes well.
- 4) Playing passing to attack In playing this passing, skills are aimed at creating forms of attack schemes to the opponent's area so that the final process in this form is to give a pass to a player who is in the free area in the form of a one-two pass. The form of one or two passes may have a high probability of success to create scoring opportunities because the speed of movement of this scheme is difficult for defenders to read.

4. Preliminary Field Test (Expert Evaluation)

The implementation of expert evaluation in this development research involves academicians and football practitioners. The purpose of this evaluation is to get feedback and input from football experts for the perfection of making a product which in this case is a football game model to improve short pass skills in scoring tactics.

5. Initial revision

Table 4.4 The conclusion of Quantitative Expert Evaluation

No	Ahli	Skor Hasil	Skor Maks.	Persentase
1	Academicians	146	180	81.11 %
2	Practicians	152	180	84.44 %
	Jumlah	298	360	82.78 %

Based on table 4.4, the expert evaluation results obtained a percentage of 82.78%. Based on the results of the percentage calculation, it can be interpreted that the product design can be continued to be tested at a later stage according to the advice of academics and football practitioners. The following are inputs and suggestions, below are qualitative data from expert evaluations: 1. The image of the exercise model is clarified. 2. More clarification on the implementation procedure.

6. Main Field Test (Group Trial)

The implementation of product trials in this development research aims to seek assessments from football athletes regarding the content of the products developed.

1) Assessment Test Using Questionnaire

The trial will be held in January 2021. The following will present the results of the assessment test by filling out questionnaires by football athletes. The results of the assessment were then compared with the classification from Maksum (2009).

2) Test the Effectiveness of Developed Products

The implementation of the product effectiveness test in this development research is to see the difference in the effect of mastery of soccer short pass skills on athletes aged 10-12 years before and after being given the developed training model. Test the effectiveness of this product using an experimental pretest-posttest design. The effectiveness test was carried out in January 2021. The test was carried out on small groups and large groups to find out how effective the product developed was.

7. Final Products

After passing expert tests and group tests on a small and large scale, the final product in the form of a football game model has been produced to improve short pass skills in scoring tactics. Football game models to improve short pass skills in scoring tactics problems that have been validated and tested for effectiveness include:

1) Model of playing short pass 2 vs 2

2) 12 children's passing play model

3) Model of playing 5 vs 5 passing 4) Model of playing passing to attack

Based on the results of the research and the results of data analysis that has been carried out, it can be concluded that this study resulted in product development in the form of 4 football game models to improve short pass skills in scoring tactics problems, namely: (1) 2 versus 2 short pass playing models; (2) 12 children's play model; (3) The model of playing 5 on 5 passing; (4) The model of playing passing to attack. From the test results obtained expert evaluation data an average of 82.78%. (valid / can be used) and from the results of the assessment test using a questionnaire for small-scale trials obtained 83.38% (valid / can be used) while for large-scale field tests obtained by 83.88% (valid/usable). From the product effectiveness test, which is a small-scale trial, it is known that the increase in short pass skills is 57,317%, while for large-scale field tests it is known that the percentage of short pass skills increases is 92,199%.

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