

DEVELOPMENT OF AUTHENTIC ASSESSMENT OF PHYSICAL EDUCATION LEARNING OUTCOMES ELEMENTARY SCHOOLS GAME MATERIALS

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ABSTRACT

This study aims to (1) test the content validity of the authentic assessment instrument for physical education learning outcomes in invasion game material in upper grade elementary schools, (2) test the reliability between raters of authentic assessment instruments in physical education learning outcomes in invasion game material in upper grade elementary schools, (3) test the practicality of an authentic assessment instrument for physical education learning outcomes of invasion game material in upper grade elementary schools. The research method used in this study is Research and Development (R&D). This design includes four stages, namely the instrument design development stage, the validation stage, the field trial stage, and the dissemination stage. The subjects used in this study amounted to 48 people with details of 8 physical education teachers and 40 students. Data collection techniques for expert testing use the Delphi technique. Data collection techniques for practicality tests and validity and reliability tests use pre-experiments. This research instrument uses a Likert scale of 1-4. Analysis of content validity test data using the Aiken V formula and reliability test between raters Interclass Correlation Coefficient (ICC), (3) practicality resulted in a very practical category.

Kata Kunci: *Authentic Assessment, Physical Education, Elementary School, Invasion Games*