USE OF *COOPERATIVE LEARNING* TYPE *TEAMS GAMES TOURNAMENT* (TGT) MODELS TO IMPROVE STUDENTS'S ACTIVITIES AND STUDENT LEARNING OUTCOMES OF SCIENCE SUBJECT ON STRUCTURE OF HUMAN BONES

(Classroom Action Research Students of 4ᵗʰ Grade at SDN Angkasa 08 Subdistric Bandung Bandung Regency Academic Year 2016/2017)

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ABSTRACT

This study aims to measure and improve the understanding of the concept of the students in the form of activity and student learning outcomes in science learning materials, especially the structure bonds, both before and after the use of models Cooperative Learning. The research is motivated by the low average value of learning science due to lack of readiness of teachers and students' understanding of concepts and learning models use a less precise. Based on these problems, then implemented a classroom action research (PTK) through the implementation of a model of Cooperative Learning. Classroom action research which consists of the two cycle, carried out in class IV SDN Angkasa 08 the number of students 37 people. Data collection techniques by observation activity of students and teachers, teacher document, test, as well as the student questionnaire responses. Based on the result of the research, it can be concluded that cooperative learning model TGT can improve students learning result. It is proved by the improvement of the students learning score in cycle I. The result of the research in cycle I has achieved the indicator that is 62 % students have achieved the minimum passing grade that is 70,00. after the implementation of cooperative model TGT, the means score improves up to 9,49 (the score before the cycle was 53,51, cycle I 62,97). In cycle II, 32 students or 86,48% students have achieved the minimum passing grade. The mean score in cycle II is 78,81 and the improvement of students mean score occurred from cycle I to cycle II in the amount of 15,84 (cycle I 62,97, cycle II 78,81). Comparing between the condition before the implementation of TGT. There is an improvement of students mean score in cycle II in the amount of 15,84. Thus, it can be concluded that the implementation of cooperative learning model type TGT can improve the students learning result.That means the application of the model is very effective Discovery Learning science learning material used in the structure and function of plant parts. And the results of student activities, and Siwa response showed good category. Based on the above results it can be concluded that the application of the cooperative learning can improve student activities, knowledge of concepts and learning outcomes of students, teachers are expected to be able to try and implement a learning model to other materials in an effort to improve understanding of concepts and further student learning outcomes.

Keywords: *Cooperative Learning* Type *Teams Games Tournament (TGT)*, Student's Activiti, Students Learning Outcomes