

**INCREASING INTEREST RESULTS AND LEARNING WITH MODEL
COOPERATIVE LEARNING TYPE TEAM GAMES TOURNAMENTS IN
MATHEMATICS SUBJECT IN CLASS V**

(Research Action Class V SD Negeri Sukamaju Rancaekek District of Bandung District
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ABSTRAK

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This research was motivated by problems of low interest student learning and student learning outcomes in learning mathematics. The purpose of this study to increase student interest and student learning outcomes in learning mathematics. This study uses motode classroom action research consisted of two cycles. The subjects were class V SD Negeri Sukamaju, as many as 27 people, consisting of 10 men and 17 women. The results of the study in the first cycle to the percentage interest in student learning completeness students achieve 74% of the total number of students in both categories, and the second cycle the percentage of completeness student interest reaches 85% of the total number of students with very good category. The results of the first cycle of learning the number of students who pass the KKM reach as many as 17 people or 63% of the 27 students and students who have not completed KKM reached as many as 10 people or 37% of the total number of students. In the second cycle students who achieve KKM as many as 24 people or 89% of the 27 students and students who do not reach KKM many as 3 people or 11% of the total number of students. The conclusion of this study is the use of models Cooperative Learning Team Games Tournament can increase interest and learning outcomes Elementary School fifth grade students in learning mathematics Sukamaju.

Keywords: Cooperative Learning Model Team Games Tournament, interest, Learning Outcomes