

ENHANCING COOPERATION AND RESULTS OF LEARNING USING MODEL TGT  
(GAMES TOURNAMENT TEAMS) IN THE MATTER OF NATURAL RESOURCES  
SUBJECT IPS CLASS IV SDN Cipedes

(In the Classroom Action Research Education Social Sciences  
Elementary School fourth grade Cipedes Academic Year 2016/2017)

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ABSTRACT

Researchers have raised the type cooperative model title teams tournament games to improve cooperation and student learning outcomes in natural resource materials. Researchers aims to improve cooperation and student learning outcomes in elementary school fourth grade Cipedes Bandung regency in the academic year 2016/2017 the number of students 36 people.

The ability to master the material is still low and the lack of cooperation of students on social studies resulted in low student learning outcomes.

From the above problems, the focus of researchers that use less precise model of learning that results in a reduction of its ability to master the material and students' interest towards social studies caused a way of learning that tend to be boring.

Research dilakukan adalah PTK (Action Research Clas Room) class action research took place in the second cycles, each cycle consisting of several stages ie, planning, implementation, observation, evaluation and refleksi. Instrument analysis used in this study is the observation sheet of students, pretest and postes and questionnaires.

Based on the results of this study concluded that the learning activities by using a model of cooperative teams tournament games in social studies subject of natural resources carried out in the fourth grade Cipedes Negeri Bandung regency academic year 2016/2017 can improve the attitude of cooperation and optimal learning results. This is evident in the acquisition value of each cycle increases, in the first cycle hasilpost-test and pretest 47,22% padasiklus II hasilpos-test 86.11% an increase in the average score postes silkus I is 63,89 and the average cycle II 87,83 and their learning outcome illustrates the success of the study.

Keywords : learning model teams tournament games cooperative learning outcomes