

**APPLICATION METHOD TYPE COOPERATIVE GAMES
TOURNAMENT TEAMS WITH AUDIO VISUAL MEDIA TO IMPROVE
STUDENT LEARNING OUTCOMES IN LEARNING IPS
(Classroom Action Research in Social Learning about the appearance of
Natural and Social Circumstances Countries Neighboring Class VI SDN
Hegarmanah 1 Bandung District Academic Year 2014/2015)**

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ABSTRACT

Classroom Action Research (CAR) is implemented in SDN Hegarmanah 1 with a subject of research is the sixth grade. The purpose of this action research is to improve student learning outcomes in social studies learning. In this study, researchers took on the appearance of the natural material and social conditions of neighboring countries by the method of cooperative learning teams in the tournament games. The object of research is the sixth grade students of SDN Hegarmanah 1 the number of 30 people consisting of 15 men and 15 women, while the instrument used in this study is the evaluation sheet student learning outcomes. Processing and data collection based on the results of the test, the instrument and the interview sheet.

From the results of action research undertaken percentage of student learning outcomes using cooperative teams tournament games has increased in each cycle, the first cycle of 36.7%, 66.7% second cycle and third cycle of 90%. The average value of the learning outcomes also increased in each cycle in the first cycle the average value of 55 (Less), the second cycle of the average value of 67.7 (enough), the third cycle the average value at 79 (good). It can be concluded by the method of cooperative learning teams on the tournament games in a matter of learning social studies natural features and social situation of neighboring countries can improve student learning outcomes.

Keywords : Method of cooperative teams tournament games and learning outcomes