

***The Application Of Cooperative Learning Model Of Team Games
Tournament Type To Increase The Self Confidence And The Student
Learning Outcomes In A Subtheme Of Healthy Environment In Grade V
Students Of Primary School***

*(The Classroom Action Research On Grade V Students Of Elementary School Of Lengkong
Besar 105-85, Bandung City Lesson Of Year 2016/2017)*

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ABSTRACT

The problem of this research is to increase the self-confidence and the student learning outcomes through the application of cooperative learning model of team games tournament type the subtheme of the healthy environment in primary V. The aim of this research is to determine the improvement of self-confidence and increase the student learning outcomes through the application of cooperative learning model of team games tournament type on the sub-theme of healthy environment in primary V. As the object in this research is the student of class VC which have been counted as many as 24 students. This research uses the method of the classroom action research (CAR) and was implemented in three cycles. From the results of the classroom action research that carried out the assessment of self-confidence and the percentage value of student learning outcomes through the application of cooperative learning model of team games tournament type have been increased in each cycle. In the first cycle, the assessment of the self-confidence had been obtained a value assessment was 20,83, the assessment in a second cycle had been reached 54,17, and the assessment that obtain in a third cycle had been reached 87,50. In addition, the increase that occurred in student learning outcomes through the results assessment of pretest and the posttest in each cycle. In the first cycle, the percentage have been gain on the pretest assessment were reaches 75% and the posttest assessment get the percentage of 83,33%. In the second cycle the percentage have been gained on the pretest assessment was 29,17% and the posttest assessment get the percentage of 66,67%. Then in the third cycle, the percentage have been gained on the pretest assessment is only reaches 37,50% and the posttest assessment acquired the percentage that have been gained increased to 83,33%. The conclusion that were gained from this research is, that the application of cooperative learning model of team games tournament type can increased the self-confidence and the student learning outcomes on the subtheme of the healthy environment in primary V the elementary school of Lengkong Besar 105-85, Bandung City.

Keywords: The learning model of team games tournament, confident attitude, and learning outcomes.