

## **ABSTRACT**

**Lavenia Sandra Mustika (145010012): PPKn TEACHER EFFORTS TO IMPROVE STUDENTS 'CRITICAL THINKING ABILITY THROUGH APPLICATION OF TEAM GAMES TOURNAMENT LEARNING MODELS (Descriptive Studies in Pasundan 3 Vocational Schools in Bandung)**

*Teacher's efforts are very important in education, because the teacher has the responsibility in educating, motivating, and building the character of students so that they can build the nation and the State especially through education. The main problem in this study is how the PPKn Teacher's efforts in improving students' critical thinking skills through the application of the Team Games Tournament Learning model in Bandung Pasundan 3 Vocational School. By looking at the lack of critical thinking skills of the students, the writer reviewed the formulation of the problem, namely: 1) How to Planning PPKn Learning by using Team Game Tournament Learning Models at Smk Pasundan 3 Bandung ?. 2) What is the Implementation of PPKn Learning by using Team Game Tournament Learning Models at Smk Pasundan 3 Bandung ?. 3). How are students' critical thinking skills by using Team Game Tournament Learning Models at Smk Pasundan 3 Bandung ?. The target of this research is the students of class XI Multimedia 1 Bandung Pasundan 3 Vocational High School, amounting to 32 people. The method used in this study is a Qualitative Descriptive Study aimed at knowing in depth. Descriptive research deals with the collection of facts and data in a valid way to provide an overview of the object being examined. based on the results of the analysis of this study obtained data that the teacher has prepared a learning plan that is very mature for the benefit of the learning process such as preparing lesson plans, choosing interesting learning media, and conveying learning material well in accordance with the RPP guidelines. The implementation of PPKn learning by using Team Games tournament learning model has also been running optimally. This can be seen by the problem solving through group discussion and then given the game so that the groups compete for the highest score after that the teacher gives a prize to the group that gets the highest score. Thus the students' critical thinking ability by using Team Games Tournament learning model at Postgraduate School 3 Bandung has increased from before using only lecture learning and assignment models. As the end of this study the authors provide suggestions for students to continue to get used to critical thinking in learning, teachers are expected to model teams games tournament can be used as an alternative in learning, for schools is expected to be used as a source of information in improving learning activity, for further researchers is expected to apply the learning of the TGT model even better.*

**Keywords: Team Games Tournament, Critical Thinking**