

**USE OF *COOPERATIVE LEARNING*  
Tipe *TEAMS GAMES TOURNAMENT (TGT)*  
LEARNING MODEL TO INCREASE LEARNING RESULT OF IV  
STUDENTS IN THE SUBTHEME GRATEFULL FOR DIVERSITY**

**(Classroom Action Research in Grade IV Students Lagadar 3)**

**By**

**RIZKITA NABILA**

**145060070**

**ABSTRACT**

Classroom Action Research is implemented with the aim to improve learning outcomes side by applying *Cooperative Learning Tipe Teams Games Tournament (TGT)* model on subtheme of grateful for diversity. Classroom action research was conducted in class IV SDN Lagadar 3 of Bandung regency. This research is based on the condition of the student who have the value of learning result is less satisfying because on the teacher is less mastering model of *Cooperative Learning Tipe Teams Games Tournament (TGT)*, as a result students on the learning process becomes less active. This research was conducted using Classroom Action Research Method (PTK) with Kemmis and McArggart research design. This study was conducted in 3 cycles and learning activities were carried out in accordance with the stages of the *Cooperative Learning Tipe Teams Games Tournament (TGT)* model. The data collection using observation techniques, test results (pretest/posttest, questionnaires, and interviews). The results showed an increase in the percentage of student learning outcomes. Implementation plan Learning in cycle I obtained a result of 67%, second cycle of 77%, and cycle III to 92%. Implementation of Learning in cycle I get result of 60% cycle II reach 73%, and cycle III to 90%. This Learning outcomes in the affective aspect of self-confidence in the first cycle reached 44%, the second cycle was 64%, and the third cycle increased to 88%, the caring attitude in the first cycle reached 40%, the second cycle was 60%, and the third cycle increased by 92% the attitude of responsibility on the first cycle reached 40%, the second cycle of 60%, and the third cycle increased 96%. Furthermore, in cognitive sphere of cycle I reach 56% cycle II 72% and cycle III increase reach 92%, and result of Learning in psychomotor area (communication skill) in cycle 1 reach 48%, cycle II equal to 64%, and cycle III increase reach 88%. Thus, the application of *Cooperative Learning Tipe Teams Games Tournament (TGT)* model can be used as one of the alternative Learning model to be applied in the class one of them grateful for diversity.

**Keywords:** Cooperative Learning Model Tipe Teams Games Tournament (TGT), Learning Result.