

**COMPARISON OF THE USE OF COOPERATIVE LEARNING MODELS
OF TEAMS GAMES TOURNAMENT AND TWO STAY TWO STRAY TYPE
TO IMPROVE UNDERSTANDING OF STUDENT CONCEPTS
IN THE SCIENCE**

*(Quasi Experiment in fifth class of Sekarwangi Elementary School, Soreang
District, Bandung Regency in Science Subject on 2018/2019 Academic Year)*

by

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ABSTRACT

This research is motivated by the problem of the low ability to understand the science concept in elementary schools student. The aim of the research was to see the improvement of students' understanding of the science concept, to find out how the influence of the Cooperative Learning model Teams Games Tournament and Two Stay Two Stray types on improving students' understanding of science concepts. This research method is a quasi-experiment conducted on VA and VB class students in one of Elementary Schools in Soreang. The research instruments used were observation sheets and test questions. Based on the results of the study, it can be concluded that: 1) there is no difference in the increase in understanding concept of students who get learning by using the Cooperative Learning model type Teams Games Tournament with the understanding concept of students who get learning by using the Cooperative Learning type Two Stay Two Stray; 2) quality improvement in understanding the concept of students who obtain learning using the Cooperative Learning model of the Teams Games Tournament type is 32.93% with medium interpretation; 3) quality improvement in concept understanding of students who obtain learning by using the Two Stay Two Stray Cooperative Learning model is 23.56% with low interpretation.

Keywords: Cooperative Learning, Teams Games Tournament, Two Stay Two Stray, Concept Understanding.