# LEARNING TO ANALYSE THE REPRESENTATION OF 

# THE DEBATE CONTENT FOCUSES ON THE IMPLICATIONS OF THE COOPERATIVE LEARNING MODEL TYPE TEAMS GAMES <br> TOURNAMENT (TGT) IN CLASS X SMAN 22 BANDUNG <br> YEAR LESSON 2018/2019 

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#### Abstract

This research is based on the problem of listening that learners experience in understanding the material can be caused by several things, namely the text that is listened, the tasks and activities performed, and the methods used by educators. The purpose of this research is to know the ability of authors to plan, make, and evaluate learning activities analyzing the debate content representation focusing on the implications; and knows the effectiveness of the Teams Games Tournament-type cooperative model in the learning. The method used in this study was the quasi experiment. The data collection techniques used are observations, tests, literature studies, and trials. Processing data is assisted by SPSS application. The results of this research are authors able to plan, implement, and evaluate learning to analyze the content representation of debate focusing on the implications in class $X$ SMAN 22 Bandung. This can be proved by the results of the assessment that the authors of the educator related to the subject of, gained 4.00 with very good categories. Students in class X SMAN 22 Bandung are able to analyze the content representation of debate focusing on the implications better with the type cooperative model of Teams Games Tournament. This was evidenced by the increased average value of pretest of 38 to 91 when final test. The difference in the value of pretest to final test is 53. The TGT method is effectively used in learning to analyze the debate content representation focusing on the implications of the experiment class mean rank greater than the control class, i.e. $32.65>20.35$. Therefore, there is an increase and success in this experiment.


Keywords: Analyzing, Debate, Implications, Representation, Teams Games Tournament.

