

**EFFECT OF APPLICATION OF TGT TYPE COOPERATIVE MODELS
(TEAMS GAMES TOURNAMENT) TOWARDS THE LEARNING OUTCOMES OF
ELEMENTARY SCHOOL STUDENTS**

(Quasi Experiment Research in Grade IV SDN 032 Tilil Bandung students)

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ABSTRACT

This study aims to determine the effect of the implementation of the TGT (teams games tournament) cooperative model on the learning outcomes of fourth grade students at 032 Tilil Bandung Public Elementary School. The research method used is a quasi-experimental method. The results showed that learning activities using the cooperative model TGT (teams games tournament) made a good contribution in improving the learning outcomes of elementary school students. Meanwhile, the average gain value of the experimental class is 0.3, while in the control class 0.2, therefore the increase in learning outcomes in the experimental class with the cooperative model TGT (teams games tournament) is greater than the control class using the conventional model . From the independent t sample test results obtained t_{obs} (2tailed) of 0.00 which means smaller than 0.05 thus there are differences in the achievement of student learning outcomes by using the TGT (teams games tournament) cooperative model. In addition, the effect of the TGT (teams games tournament) cooperative model on student learning outcomes using a determination test where the R square results obtained a value of 0.470 which is then entered in the formula where the coefficient of determination results obtained a value of 47%. Thus, it can be concluded that the TGT (teams games tournament) type of cooperative model has an effect on improving the learning outcomes of elementary school students.

Keywords: learning outcomes, students, TGT.