

**THE EFFECT OF COOPERATIVE LEARNING MODEL TYPE TEAMS
GAMES TOURNAMENT (TGT) TOWARD LEARNING ACTIVITIES**
*(Research Experiments on Students in Class IV Pasir Bitung Primary School,
Ibun District, Bandung Regency)*

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ABSTRACT

This study aims to determine activities learning outcomes through the Teams Games Tournament (TGT) learning model on Theme 3 Care for Living Beings and Subtems 1 Animals and Plants in My Home Environment by conducting research in class IV SDN Pasir Bitung, Ibun District, Bandung Regency. This research was conducted with the background of students having a low learning activity that is 50% of the 50 students still not reaching the KKM. The Teams Games Tournament (TGT) learning model can provide opportunities for students to be active in learning, provide stimuli for creative thinking, and can easily understand learning by presenting interesting material. The method used in this research is Quasi Experiment Method with pretest posttest control group design research design. Retrieval of data through Observation, Documentation and Questionnaire. The questionnaire used in the form of a pretest before learning and posttest to take data on learning activeness after treatment. The population used is class IV A, amounting to 26 students as an experimental class with a Teams Games Tournament (TGT) learning model and class IV B, amounting to 24 students as a control class with a conventional learning model. Data processing techniques are performed using the Test for Normality, Homogeneity, Linearity, and Simple Linear Regression. The results of the data in this study there are differences between the experimental class and the control class. For the experimental class the significance value through the Simple Linear Regression Test can be calculated $t_{count} > t_{table}$ ($629.908 > 0.444$), while for the control class the significance results obtained $t_{count} > t_{table}$ ($224.775 > 0.444$). Then it can be concluded that the Teams Games Tournament (TGT) learning model influences the Student's Learning Active.

Keywords: Teams Games Tournament (TGT) Learning Model, Student Learning Activity.