

**ANALYSING OF THE USE OF COOPERATIVE LEARNING MODELS  
TEAM GAMES TOURNAMENT TYPE ON STUDENT LEARNING  
MOTIVATION  
(Research Studies of Elementary School Education Literature)**

**By  
Nurida Rahman  
165060093**

**ABSTRACT**

Education is one of the main factors for the development of human resources and education is absolute necessity that must be carried out throughout life. The purpose of this study was to analyze one of the problems in the world of education at this time, that is the low motivation to learn students. In the process of learning, motivation is one important aspect of learning. Students who are underachieving are not caused by low cognitive aspects but the lack of student motivation. Based on facts and phenomena obtained from previous studies that have carried out field observation, one alternative problem solving is the implementation of the TGT learning model. TGT model is a cooperative learning model that contains an academic tournament where students are divided into several heterogeneous small group and collaborate in learning. In data collection is done by using several reviewers and explore books, journals, articles, internet, online libraries, and other relevant sources. The results of the study of analyzing the application of the TGT learning model to student motivation include the conclusion that there is a significant 89% increase in motivation in student learning by applying the Team Games Tournament (TGT) learning model.

Key words : Team Games Tournament (TGT) learning model,  
Learning Motivation