

MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* UNTUK MENINGKATAN HASIL BELAJAR PESERTA DIDIK SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis peningkatan hasil belajar pada peserta didik dengan penerapan model pembelajaran *Teams Games Tournament*. Penelitian ini didasari oleh temuan pada saat observasi ternyata memiliki kendala dalam sistem pembelajarannya. Pertama terlihat bahwa kurangnya kemampuan peserta didik didalam kelas karena pendidik hanya mengajar satu arah saja (*teacher center*), kedua kurang tepatnya penggunaan model pembelajaran pada saat pembelajaran berlangsung, dan ketiga kurang minatnya peserta didik dalam belajar. Metode penelitian yang digunakan pada model *Teams Games Tournament* ini metode kualitatif dengan menggunakan studi Pustaka (*Studi Literature*). Data yang dikumpulkan bersumber dari data primer dan data sekunder. Teknik yang digunakan dalam pengumpulan data terdiri dari *editing*, *organizing* dan *finding*. Dari hasil analisis oleh beberapa penelitian ditemukan bahwa model pembelajaran *Teams Games Tournament* berpusat pada peserta didik sehingga membuat peserta didik menjadi aktif. Penerapan model pembelajaran *Teams Games Tournament* dapat meningkatkan kemampuan pada peserta didik. Hal ini terlihat pada saat proses pembelajaran berlangsung peserta didik mampu menganalisis, mempelajari serta menarik kesimpulan terhadap persoalan yang diberikan. Model pembelajaran *Teams Games Tournament* merupakan pembelajaran yang membuat peserta didik menjadi lebih aktif dengan menggunakan permainan didalam pembelajarannya. Hasil dari penelitian bahwa hanya diperoleh data sebelum menerapkan model pembelajaran TGT senilai 70%, sedangkan setelah diterapkannya model pembelajaran TGT mengalami peningkatan senilai 89%. Berdasarkan hasil analisis diatas disimpulkan bahwasannya setelah diterapkannya model pembelajaran kooperatif tipe TGT ini memberikan pengaruh peningkatan pada nilai peserta didik, memberikan dampak yang baik pada sistem pembelajaran didalam kelas, , serta melatih peserta didik untuk belajar sendiri dengan kemampuan peserta didik yang berbeda-beda didalam kelompoknya. Dengan penerapan model pembelajaran *Teams Games Tournament* ini diharapkan pihak sekolah lebih mempersiapkan segala sesuatu yang dibutuhkan ketika akan melakukan pembelajaran ini serta lebih memfasilitasi sarana maupun prasarana nya untuk mendukung terlaksananya penerapan model pembelajaran *Teams Games Tournament* untuk meningkatkan hasil belajar peserta didik.

Kata kunci: *Teams Games Tournament*, meningkatkan hasil belajar siswa.

TEAMS GAMES TOURNAMENT TYPE OF COOPERATIVE LEARNING MODEL TO INCREASE THE LEARNING OUTCOMES OF ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

This study aims to analyze the improvement of learning outcomes in students with the application of the Teams Games Tournament learning model. This research is based on the findings at the time of observation that it has obstacles in the learning system. First, it can be seen that the lack of ability of students in the classroom is because educators only teach in one direction (teacher center), secondly, the use of learning models is less precise when learning takes place, and thirdly, students are less interested in learning. The research method used in the Teams Games Tournament model is a qualitative method using a library study (literature study). The data collected is sourced from primary data and secondary data. The technique used in data collection consists of editing, organizing and finding. From the results of the analysis by several studies, it was found that the Teams Games Tournament learning model was student-centered so that it made students active. The application of the Teams Games Tournament learning model can improve students' abilities. This can be seen when the learning process takes place students are able to analyze, study and draw conclusions on the problems given. The Teams Games Tournament learning model is a learning model that makes students more active by using games in their learning. The results of the study showed that only 70% of the data were obtained before applying the TGT learning model, while after the implementation of the TGT learning model, there was an increase of 89%. Based on the results of the analysis above, it is concluded that after the implementation of the TGT type of cooperative learning model, it has an increasing effect on the value of students, has a good impact on the learning system in the classroom, and trains students to learn on their own with different abilities of students in their groups. . With the implementation of the Teams Games Tournament learning model, it is hoped that the school will better prepare everything needed when carrying out this learning and further facilitate its facilities and infrastructure to support the implementation of the Teams Games Tournament learning model to improve student learning outcomes. provide a good impact on the learning system in the classroom, as well as train students to learn on their own with the different abilities of students in their groups. With the implementation of the Teams Games Tournament learning model, it is hoped that the school will better prepare everything needed when carrying out this learning and further facilitate its facilities and infrastructure to support the implementation of the Teams Games Tournament learning model to improve student learning outcomes. provide a good impact on the learning system in the classroom, as well as train students to learn on their own with the different abilities of students in their groups. With the implementation of the Teams Games Tournament learning model, it is hoped that the school will better prepare everything needed when carrying out this learning and further facilitate its facilities and infrastructure to support the implementation of the Teams Games Tournament learning model to improve student learning outcomes.

Keywords: *Teams Games Tournament*, improve student learning outcomes.

MODEL DIAJAR KOOPERATIF JENIS TEAMS GAMES TOURNAMENT PIKEUN NINGKATKEUN HASIL PEMBELAJARAN SISWA SAKOLA DASAR

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ABSTRAK

Ulikan ieu dimaksudkeun pikeun nganalisis pamutahiran hasil diajar di siswa kalayan nerapkeun modél pembelajaran Pasanggih Teams Games. Panilitian ieu dumasarkeun kana papanggih dina waktos niténan yén ngagaduhan halangan dina sistem pembelajaran. Mimiti, tiasa ditingali yén kurangna kamampuan murid di kelas kusabab pendidik ngan ukur ngajar dina hiji arah (pusat guru), anu kadua, panggunaan modél diajar kirang pas nalika diajar lumangsung, sareng anu katilu, murid kirang resep diajar. Metode panilitian anu digunakeun dina modél Turnamén Teams Games nyaéta metode kualitatif ngagunakeun kajian pustaka (studi pustaka). Data anu dikumpulkeun asalna tina data primér sareng data sékundér. Téhnik anu digunakeun dina ngumpulkeun data diwangun ku ngédit, ngatur jeung milarian. Tina hasil analisis ku sababaraha kajian, kapendak yén modél pembelajaran Turnamén Teams Games dipuseurkeun ku murid janten murid janten aktif. Penerapan modél pembelajaran Turnamén Teams Games tiasa ningkatkeun kamampuan murid. Ieu tiasa ditingali nalika prosés diajar lumangsung siswa mampuh ngaanalisis, diajar sareng narik kasimpulan kana masalah anu ditepikeun. Modél pembelajaran Turnamén Teams Games mangrupikeun modél diajar anu ngajantenkeun murid langkung aktip ku ngagunakeun gim dina diajar. Hasil panilitian nunjukkeun yén ngan 70% data anu diala sateuacan nerapkeun modél diajar TGT, sedengkeun saatos diterapkeun modél diajar TGT, aya kanaékan 89%. Dumasar kana hasil analisis di luhur, dicindekkeun yén saatos diterapkeun tina modél diajar kooperatif tipe TGT, éta bakal mangaruhan pangaruh kana nilai murid, pangaruhna hadé kana sistem diajar di kelas, sareng ngalatih murid diajar nyalira ku béda kamampuan murid dina kelompokna. Kalayan panerapan modél pembelajaran Turnamén Teams Games, dipiharep agar sakola langkung nyiapkeun sagala rupa anu diperyogikeun nalika ngalaksanakeun pembelajaran ieu sareng langkung mempermudah fasilitas sareng prasarana pikeun ngadukung palaksanaan modél pembelajaran Turnamén Teams Games pikeun ningkatkeun hasil diajar siswa. . méré pangaruh anu hadé kana sistem diajar di kelas, ogé ngalatih murid diajar sorangan ku béda kamampuan murid dina kelompokna. Kalayan panerapan modél pembelajaran Turnamén Teams Games, dipiharep agar sakola langkung nyiapkeun sagala rupa anu diperyogikeun nalika ngalaksanakeun pembelajaran ieu sareng langkung mempermudah fasilitas sareng prasarana pikeun ngadukung palaksanaan modél pembelajaran Turnamén Teams Games pikeun ningkatkeun hasil diajar siswa. .

Kecap Pamageuh : *Teams Games Tournament*, ningkatkeun hasil diajar murid.