

***The Application of the Cooperative Learning Model of Team Games
Tournament Assisted by Wordwall Media To Improve Student Learning
Outcomes of Class X Students of Bina Mandiri High School, West Bandung
Regency***

*(Quasi-Experimental Study in Class X of SMA Bina Mandiri for the 2023/2024
school year)*

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ABSTARK

The problem and purpose of the study is to determine the learning outcomes of students in experimental and control classes before and after the implementation of the learning model, as well as to find out how much influence the Cooperative Learning Model of the Team Games Tournament Type assisted by wordwall media on the learning outcomes of students in class X of SMA Bina Mandiri. The subjects in this study are students of class X of SMA Bina Mandiri for the 2023/2024 school year, consisting of 2 classes, namely class XA as an experimental class and class XB as a control class. The research method used in this study is a quasi-experiment with a nonequivalent design of deain group control. The data collection techniques in this study are observation, pretest and posttest, as well as documentation studies. The results of the study showed an increase in learning outcomes in the experimental class with an average pretest score of 47.72 and an average posttets score of 87.79. The control class group using the conventional learning model of the discussion method showed an increase in learning outcomes with an average pretest score of 51.25 and an average posttest score of 79.96. The increase in learning outcomes obtained was an increase in the average score of 39.08 in the experimental class and an increase in the average score in the control class of 28.71. Based on the results of the calculation of the effect size r of 0.58, it shows a large contribution of the Cooperative Learning model of the Team Games Tournament type to the improvement of learning outcomes. for teachers, the Cooperative Learning learning model based on wordwall media can be used as a learning medium, for students can facilitate to be active in learning, for school principals it is expected to determine policy using the cooperative learning model, for future researchers as a reference for similar research.

Keywords: Cooperative Learning Model of Team Games Tournament Type, wordwall, learning outcomes