

ABSTRAK

Abstrak: Penelitian ini dilatarbelakangi oleh fenomena peserta didik yang mengalami kejenuhan serta malas dalam belajar, sering membolos, lalai pada tugas, tidak konsentrasi di dalam kelas, rendahnya atau merosotnya prestasi, bahkan sampai tidak naik kelas. Berdasarkan konsep bimbingan dan konseling, hal tersebut dapat diatasi dengan bimbingan belajar. Adapun teknik yang digunakan yaitu mengadopsi metode belajar *Team Games Tournament* (TGT) melalui layanan bimbingan belajar dalam bentuk permainan akademik dalam satu siklus. Penelitian ini bertujuan untuk mengetahui efektivitas metode *Team Games Tournament* (TGT) untuk Meningkatkan Motivasi Belajar Siswa. (Studi Pra-Eksperimen Terhadap Siswa Kelas IV SD IT Al-Maqom Tahun Ajaran 2013/2014), dengan pendekatan penelitian kuantitatif, metode penelitian pra-eksperimen, dan desain penelitian *One Group Pretest-Posttest Design*. Instrumen yang digunakan yaitu instrumen motivasi belajar. Hasil penelitian menunjukkan siswa dengan kategori motivasi belajar rendah sebanyak 14 orang (51,85 %) dan pada kategori tinggi sebanyak 13 orang (48,15 %). Faktanya metode *Team Games Tournament* (TGT) terbukti efektif untuk meningkatkan motivasi belajar siswa kelas IV SD IT AL-Maqom Tahun Ajaran 2013/2014 secara signifikan berdasarkan hasil uji hipotesis.

Kata Kunci: motivasi belajar, *team games tournament* (TGT), siswa sekolah dasar.

ABSTRACT

Abstract: *This research is motivated by the phenomenon of learners who experience boredom and lazy in learning, often truant, inattentive on duty, not concentrating in class, low or declining achievement, not even to the next grade. Based on the concept of guidance and counseling, it can be overcome with tutoring. The technique used is to adopt learning methods Team Games Tournament (TGT) through tutoring services in the form of academic games in a single cycle. This study aims to determine the effectiveness of the method Team Games Tournament (TGT) to Improve Student Motivation. (Pre-Experiments Fourth Grade Students Against Al-maqom SD IT Academic Year 2013/2014), the research approach kuantitati, pre-experimental research methods, and research design One Group Pretest-Posttest Design. The instrument used is an instrument of motivation to learn. Results showed students with low learning motivation category as many as 14 people (51, 85%) and the high category were 13 (48, 15%). In fact the method Team Games Tournament (TGT) is proven effective to increase students' motivation fourth grade IT AL-maqom Academic Year 2013/2014 is significantly based on the results of hypothesis testing.*

Key words: learning motivation, team games tournament (TGT), elementary school students.

