

ABSTRAK
**“Penerapan Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT)
Untuk Meningkatkan Kemampuan Pemecahan Masalah Matematika
Siswa SD”**
Oleh
Reni Anggraeni Lestari
1200698

Penelitian ini adalah penelitian tindakan kelas (PTK) mengenai penerapan model pembelajaran *Team Game Tournament* (TGT) untuk meningkatkan kemampuan pemecahan masalah matematika siswa SD. Penelitian ini dilaksanakan di SDN Sarijadi 3 yang berada di daerah Kota Bandung. Subjek Penelitian ini adalah siswa SD kelas V yang berjumlah 25 orang siswa. Penelitian ini bertujuan untuk (1) mengetahui penerapan model pembelajaran *Team Game Tournament* (TGT) (2) mengetahui peningkatan kemampuan pemecahan masalah dengan menggunakan model pembelajaran *Team Game Tournament* (TGT). Pelaksanaan penelitian ini dilatarbelakangi oleh rendahnya kemampuan pemecahan masalah, dan diperkuat dengan perhitungan data awal bahwa hanya 32% saja siswa yang dinyatakan tuntas di atas KKM. Berdasarkan permasalahan tersebut maka dilakukan penelitian tindakan kelas dengan model Kemmis Mc. Taggart dengan pelaksanaan dua siklus penelitian. Hasil penelitian yang telah dilakukan menunjukkan adanya peningkatan hasil belajar dengan menerapkan model *Team Game Tournament* (TGT) presentasi ketuntasan pada siklus I mencapai 60% dengan jumlah siswa yang tuntas sebanyak 15 siswa nilai presentasi tersebut meningkat pada siklus II mencapai 92% dengan jumlah siswa yang tuntas 23 orang siswa. Dari hasil tersebut dapat disimpulkan bahwa penerapan model *Team Game Tournament* (TGT) dapat meningkatkan pemecahan masalah matematis siswa SD

Kata Kunci : Kemampuan Pemecahan Masalah Matematika, Model Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT)

ABSTRACT

"The Implementation of Cooperative Learning with Team Games Tournament (TGT) Type to Improve the Problem Solving Skills in Mathematic for Students in Elementary School"

By
Anggraeni Reni Lestari
1200698

This is a classroom action research (PTK) regarding to the implementation of learning models with Team Games Tournament (TGT) type to improve problem-solving skills in Mathematic for students in elementary school. This research was conducted in State Elementary School of Sarijadi 3, Bandung. The subjects of this study were 25 students in elementary school in grade 5. This study aimed to (1) determine the implementation of learning models of Team Games Tournament (TGT) type (2) to find out the increase of the ability in solving the problems by using Team Games Tournament (TGT) learning model. Implementation of this research was caused by low of problem-solving ability and it was strengthened with the calculation of the first data (32% of students who can fulfill the minimum mastery criteria). Based on these problems, the action research model used in this research was from Kemmis & Mc. Taggart with the implementation of two cycles. The results of this research have shown the increase of learning outcome by applying the model of Team Games Tournament (TGT). The presentation of mastery in the first cycle reached 60% with 15 students who completed it. The presentation has increased to 92% in cycle II with 23 students who completed it. From the results, it can be concluded that the implementation of Team Games Tournament (TGT) model can improve students' skills of problem solving in Mathematical in Elementary School.

Keywords: Mathematical Problem Solving Ability, Cooperative Learning Model *Team Games Tournament* (TGT)