ABSTRAK

MasayuRizka R NIM. 1303472 Skripsi: Pengaruh Model PembelajaranKooperatifTipe*Team-Games-Tournament (TGT)* TerhadapPeningkatanHasilBelajarBermainBolabasket. Skripsi ini dibimbing Oleh LukmannulHaqimLubay, M.Pd. Program Studi PJKR. Universitas Pendidikan Indonesia.

Penelitian ini bertujuan adalah mengetahui pengaruh penerapan model pembelajaran kooperatif tipe *team-games-tournament (TGT)* terhadap peningkatan hasil belajar bermain bolabasket (Studi Eksperimen di Ekstrakurikuler Permainan Bolabasket SMAN 9 Bandung). Metode penelitian yang digunakan adalah metode penelitian eksperimen. Populasinya adalah adalah para siswi yang mengikuti kegiatan ekstrakurikuler permainan bolabasket di SMAN 9, sampelnya sebanyak 15 siswi yang terbagi kedalam 3 kelompok bermain. Teknik pengambilan sampel menggunakan *sampling jenuh*. Desain penelitian ini adalah *one-group pretest-posttest design*. Instrumen yang digunakan adalah lembar observasi*GPAI*yang diciptakanolehGriffin, Mitchell dan Oslin. Hasil pengolahan dan analisis data yang diperoleh menggunakan Uji T SampelBerpasangan (*Paired T Test*) adalah t hitung 2,58 dan t tabel 2,16, karena t hitung> t tabelmaka H0ditolak. Berdasarkan hasil perhitungan tersebut, maka dapat disimpulkan bahwa, model pembelajaran kooperatif tipe *team-games-tournament (TGT)* berpengaruh terhadap peningkatan hasil belajar bermain bola basket para siswi yang mengikuti kegiatan ektrakurikuler permainan bola basket di SMAN 9 Bandung dengan rata-rata peningkatan 2,20.

Kata kunci : Model KooperatifTipe*Team-Games-Tournament (TGT)*, HasilBelajar, PermainanBolabasket

ABSTRACT

Masayu Rizka R NIM. 1303472 Research : The Effect of Cooperative Learning Model in *Team-Games-Tournament (TGT)* Toward Improved Learning Results of Playing Basketball. This research is guided by Lukmannul Haqim Lubay, M.Pd. PJKR Studies Program. Indonesia University of Education.

The aim of this research is to know the effect of the implementation of cooperative learning model *team-games-tournament (TGT)* toward the improvement of learning outcomes of basketball (Experimental Study on basketball Extracurricular SMAN 9 Bandung). The method used in this research is the experimental research. Population of this research is the girls who join basketball extracurricular activities at SMAN 9, sample as many as 15 students were divided into three groups playing, sampling technique using saturated sampling. The research design was a one-group pretest-posttest design. The instrument used was *GPAI*by Griffin, Mitchell and Oslin. The results of processing and analysis of data obtained using the Paired T Test is 2,58 t obtain and t table 2,16, for t obtain> t table then H0 is rejected. Based on the results of these calculations, it can be concluded that, cooperative learning model *team-games-tournament (TGT)* affect the improvement of basketball learning outcomes of the girls who take part in basketball extracurricular in SMAN 9 Bandung with an average increase of 2.20.

Keywords: Cooperative Model Type *Team-Games-Tournament (TGT),* Learning Outcomes, Basketball Games