

ABSTRAK

PENERAPAN MODEL *COOPERATIVE LEARNING* TIPE TGT UNTUK MENINGKATKAN AKTIVITAS BELAJAR PESERTA DIDIK

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Penelitian Tindakan Kelas melalui penerapan model *cooperative learning* tipe *Team Games Tournament* (TGT) penting dilaksanakan untuk meningkatkan aktivitas belajar peserta didik di SDN Sarijadi 7. Hal ini dilatar belakangi oleh masih rendahnya tingkat aktivitas belajar peserta didik. Salah satu faktor penyebab rendahnya aktivitas belajar peserta didik adalah cara mengajar guru yang konvensional yaitu dengan hanya mengandalkan metode ceramah sehingga pembelajaran menjadi *teacher centered*. Tujuan penelitian ini adalah untuk mendeskripsikan penerapan model TGT dalam meningkatkan aktivitas belajar peserta didik. Penelitian ini merupakan penelitian tindakan kelas yang mengacu pada model Kemmis dan Mc. Taggart dengan melewati beberapa tahapan. Setiap tahapannya meliputi perencanaan, pelaksanaan, observasi serta refleksi. Penelitian ini dilakukan dalam dua siklus. Adapun persentase pra siklus berdasarkan hasil observasi peneliti yakni hanya sebesar 40% peserta didik yang mampu mencakup indikator aktivitas belajar. Hasil tersebut mengalami kenaikan yang cukup baik setelah dilaksanakannya PTK. Terbukti dengan hasil persentase rata-rata aktivitas belajar peserta didik pada siklus I sebesar 65,84%. Pada siklus II mengalami peningkatan menjadi 95,82%. Data tersebut menunjukkan bahwa aktivitas belajar peserta didik pada proses pembelajaran IPS mengalami peningkatan melalui penerapan model *Cooperative Learning* tipe *Team Games Tournament* (TGT).

Kata Kunci : Model Pembelajaran TGT, Aktivitas Belajar

ABSTRACT

IMPLEMENTATION OF COOPERATIVE LEARNING MODEL TYPE TEAM GAMES TOURNAMENT TO IMPROVE LEARNING ACTIVITIES STUDENTS

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Class action research through the implementation of the cooperative learning model of the type of Team Games Tournament (TGT) is important to enhance learning activities students at Sarjadi 7 elementary school. This event will be based by the still low level of the learners learning activities. . teacher One of the factors causing low student learning activities is how to teach teachers who simply rely on the conventional methods of the lecture so that learning becomes a teacher centered. The purpose of this study was to describe the implementation of the model of the TGT in improving learning activities learners. This research is a research action class that refers to the model of Kemmis and Mc. Taggart by passing through several stages. Each of the steps include planning, implementation, observation and reflection. This research was conducted in two cycles. As for the percentage of pre cycle observationally researchers is only 40% of learners who are able to include indicators of learning activities. Those results are having a pretty good hike after a tackle in the PTK. With proven results percentage of average learners learning activities on cycle I of 65.84%. Cycle II have elevated into 95.82%. The data show that the learners learning activities on the learning process, IPS has increased through the implementation of Cooperative Learning model of the type of Team Games Tournament (TGT).

Keywords: TGT Learning Model, Learning Activities