

**PENERAPAN PEMBELAJARAN KOOPERATIF
TIPE *TEAMS GAMES TOURNAMENT (TGT)*
UNTUK MENINGKATKAN KERJA SAMA SISWA
KELAS V SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan kerja sama siswa kelas V sekolah dasar dengan menggunakan pembelajaran kooperatif tipe *Teams Games Tournament (TGT)*. Metode penelitian yang digunakan dalam penelitian ini adalah Penelitian Tindakan Kelas (PTK) dengan menggunakan model Penelitian Tindakan Kelas (PTK) yang dikembangkan oleh Kemmis dan Taggart. Pelaksanaan penelitian ini dilaksanakan dalam dua siklus dengan menggunakan metode campuran perpaduan dari metode kualitatif dan kuantitatif. Adapun sintaks pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* adalah (1) presentasi kelas, (2) pengelompokan tim, (3) permainan/*game*, (4) turnamen, (5) penghargaan kelompok. Pada siklus I rata-rata ketercapaian kerja sama siswa mencapai 61,55%, pada siklus II ketercapaian kerja sama siswa meningkat ke angka 85,70%. Berdasarkan hasil tersebut dapat disimpulkan bahwa penelitian dengan menerapkan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* berhasil meningkatkan kerja sama siswa kelas V sekolah dasar.

Kata Kunci : Pembelajaran kooperatif tipe *Teams Games Tournament (TGT)*, kerja sama

IMPLEMENTATION OF COOPERATIVE LEARNING TYPE TEAMS GAMES TOURNAMENT (TGT) TO IMPROVE THE COOPERATION AMONG 5TH GRADE STUDENTS OF ELEMENTARY SCHOOL

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ABSTRACT

This research aims to describe the cooperation of 5th grade students of elementary school using cooperative learning type Teams Games Tournament (TGT). The research method which used in this research is Classroom Action Research (CAR) using Classroom Action Research Model (CAR) which developed by Kemmis and Taggart. The implementation of this research is held in two cycles using mixed methods which mixing qualitative and quantitative methods. The syntax of cooperative learning type Teams Games Tournament (TGT) are (1) class presentation, (2) grouping team, (3) game, (4) tournament, (5) group awards. In the first cycle average achievement of student cooperation reached 61.55%. In cycle II achievement of student cooperation increased to 85.70%. Based on these results, it can be concluded that the research by applying cooperative learning model type Teams Games Tournament (TGT) had improved the cooperation of 5th grade students of elementary school successfully.

Keywords : cooperative learning model type Teams Games Tournament (TGT), cooperation