

ABSTRAK

PENINGKATAN PEMAHAMAN SISWA MELALUI PENERAPAN MODEL PEMBELAJARAN *COOPERATIVE LEARNING* TIPE *TEAMS TOURNAMENT* PADA MATA PELAJARAN AKUNTANSI SMA Studi Kasus: Siswa kelas XI IPS 2 SMA Negeri 1 Ngaglik Sleman

Christina Dwi Hartanti
Universitas Sanata Dharma
Yogyakarta
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Tujuan dari penelitian ini adalah untuk mengetahui apakah ada peningkatan pemahaman siswa XI IPS 2 SMA Negeri 1 Ngaglik Sleman melalui penerapan metode kooperatif tipe *Teams Tournament*. Penelitian ini merupakan penelitian tindakan kelas yang dilakukan di kelas XI IPS 2 SMA Negeri 1 Ngaglik Sleman bulan April-Mei 2010.

Teknik yang dipakai dalam penelitian ini adalah pengumpulan data lewat observasi, wawancara dan dokumentasi. Selain itu teknik analisis data yang digunakan adalah analisis deskriptif yang terdapat pada Bab V.

Dari hasil analisis data, diperoleh kesimpulan bahwa model pembelajaran *Teams Tournament* dapat meningkatkan pemahaman siswa kelas XI IPS 2 SMA Negeri 1 Ngaglik Sleman pada mata pelajaran Akuntansi. Hal ini dapat ditunjukkan dari jumlah siswa yang mencapai nilai ketuntasan setelah diterapkan model pembelajaran sebesar 100% baik siklus pertama maupun siklus kedua. Prestasi belajar siswa juga menunjukkan prestasi yang bagus yaitu mencapai nilai rata-rata siklus pertama 86,54 dan siklus kedua 89,81. Selain itu juga jika dilihat dari kognitif, afektif dan psikomotorik siswa juga terdapat peningkatan yaitu untuk kognitif siswa 86,54% untuk siklus pertama sedangkan 93,70% untuk siklus kedua. Untuk ranah psikomotorik dapat dilihat dari jenis keterlibatan siswa dalam hal: bertanya kepada anggota kelompok (siklus pertama 61,54% ; siklus kedua 66,67%); mengerjakan bahan diskusi (siklus pertama 80,77% ; siklus kedua 88,89%); bertanya kepada guru (siklus pertama 46,15% ; siklus kedua 55,56%); menanggapi jawaban (siklus pertama 30,77% ; siklus kedua 33,33%) dan menyimpulkan jawaban (siklus pertama 11,54% ; 14,81%). Ranah afektif menunjukkan bahwa 91,67% untuk siklus pertama dan 100% untuk siklus kedua.

ABSTRACT**INCREASING STUDENT'S UNDERSTANDING BY APPLYING
TEAMS TOURNAMENT TYPE LEARNING MODEL OF COOPERATIVE
LEARNING METHOD ON ACCOUNTING IN SENIOR HIGH SCHOOL****A Case Study on the Eleventh Grade of Two
Social Sciences Departement of One State Senior High School
in Ngaglik Sleman****Christina Dwi Hartanti
Sanata Dharma University
Yogyakarta
2010**

This research aims to identify whether there is an improvement on understanding of the students of the 11th students of 2 Social Sciences Department Ngaglik 1 Senior High School Sleman through the cooperative model type of Teams Tournament. This research is a classroom action research which was done at the 11th students of 2 Ngaglik 1 Senior High School Sleman from April-May 2010.

The technique of data collection were observation, interview, and documentation. The data were analyzed descriptively and it can be found in Chapter V.

Based on the analysis of the data, it could be concluded that Teams Tournament learning model could improve the comprehension of the students of the IIth Grade of 2 Social Sciences Department Ngaglik 1 Senior High School Sleman in Accounting subject. It could be seen from the completion of the students who reached 100% after the application of this model in the first cycle as well as in the second cycle. Student's learning achievement also indicated a great attainment performance that reached an average value of the first cycle (86.54) and second cycle (89.81). Besides, the effect also could be seen from students' cognitive, affective, and psychomotoric domain which all increased. In the first cycle, students' cognitive domain only reached 86,54%, but increased in the second cycle to 93,70%. It could be seen that the students participation in their question to the member of grup (first cycle is 61,54% ; second cycle is 66,67%); did the material discussion (first cycle is 80,77% ; second cycle is 88,89%); asked to the teacher (first cycle is 46,15% ; second cycle is 55,56%); responsed the answer (first cycle is 30,77% ; second cycle is 33,33%) and concluded the answer (first cycle is 11,54% ; second cycle is 14,81%). Students' affective domain confirmed 91,67% in the first cycle and increased in the second cycle to 100% by using Teams Tournament type.