

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT (TGT)* SEBAGAI UPAYA MENINGKATKAN PEMAHAMAN SISWA TERHADAP MATERI PEMBELAJARAN EKONOMI

Penelitian Dilaksanakan di Kelas X SMA Negeri 2 Yogyakarta

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Penelitian ini bertujuan untuk mengetahui bagaimana peningkatan pemahaman siswa dalam pembelajaran ekonomi dengan pokok bahasan kebijakan pemerintah dalam bidang ekonomi melalui penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)*.

Jenis penelitian ini adalah penelitian tindakan kelas. Penelitian ini dilaksanakan pada siswa kelas X2 SMA Negeri 2 Yogyakarta tahun ajaran 2010/2011 yang terdiri dari 32 siswa. Pelaksanaan penelitian tindakan kelas ini dilaksanakan dalam satu siklus yang meliputi empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Pengumpulan data dilakukan dengan menggunakan lembar observasi kegiatan guru, lembar observasi kegiatan siswa, lembar observasi kegiatan kelas, lembar observasi kegiatan guru dalam proses pembelajaran, instrumen pengamatan kelas, lembar observasi kegiatan belajar siswa dalam kelompok, dan instrumen refleksi. Data yang diperoleh dianalisis dengan menggunakan analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* dapat meningkatkan pemahaman siswa kelas X2 SMA Negeri 2 Yogyakarta pada materi pembelajaran ekonomi pokok bahasan kebijakan pemerintah dalam bidang ekonomi. Hal ini ditunjukkan dari hasil perhitungan rata-rata *pre test* = 54,375 dan hasil *post test* = 62,25. Hasil pengujian statistik terhadap hasil *pre test* dan *post test* tersebut menunjukkan ada perbedaan yang signifikan rata-rata *pre test* dan *post test* (*sig. (2-tailed)* = 0,000 < α = 0,005)

PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

THE IMPLEMENTATION OF COOPERATIVE LEARNING MODEL TEAMS GAMES TOURNAMENT (TGT) TYPE AS AN ATTEMPT TO INCREASE STUDENTS' UNDERSTANDING IN LEARNING

ECONOMICS

Case Study on The Tenth Grade Students of Two State Senior High School Yogyakarta

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Yogyakarta 2011**

The purpose of this research is to find out the improvement of students' understanding in economics with the subject government policy in economy through the application of cooperative teaching model type TEAMS GAMES TOURNAMENT (TGT).

This research was a Classroom Action Research (CAR). This research was applied to the X2 students of Two State Senior High School Yogyakarta 2010/2011 school year. There were 32 students on the class. The implementation was conducted within one cycle which was covered by four phases; namely planning, action, observation, and reflection. In gathering the data, the researcher used observation form of teacher's activity, observation form of students' activity, observation form of classroom activity, observation form of teacher's activity during learning teaching process, classroom monitoring instrument, observation form of students' activity in a group, and reflection. Data gathered were analyzed by using descriptive analysis and comparative analysis.

The result of this research shows that the implementation of cooperative teaching model Teams Games Tournament (TGT) type improves students' understanding of X2 students of Two State Senior High School Yogyakarta in studying economics with the subject of government policy in economy. It is showed from calculation of mean of pre-test = 54.375 and the result of post-test = 62.25. The result of statistic test on the result of pre-test and post-test shows the significant difference from the mean of pre-test and post-test (sig. (2-tailed) = $0.000 < \alpha = 0.005$).