

# PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

## ABSTRAK

### **PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) UNTUK MENINGKATKAN PRESTASI BELAJAR SISWA DALAM PEMBELAJARAN AKUNTANSI DI KELAS XI SMA NEGERI 11 YOGYAKARTA**

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Tujuan dari penelitian ini adalah untuk mengetahui tingkat prestasi belajar siswa kelas XI IPS 1 SMA Negeri 11 Yogyakarta pada materi pembelajaran akuntansi melalui penerapan metode kooperatif tipe *teams games tournament* (TGT).

Jenis penelitian ini adalah penelitian tindakan kelas. Penelitian dilaksanakan pada bulan Februari 2011 di SMA Negeri 11 Yogyakarta, Jln. AM Sangaji No. 50, Cokrodiningratan, Jetis, Yogyakarta 55233. Subjek penelitian ini adalah siswa kelas XI IPS 1 SMA Negeri 11 Yogyakarta tahun ajaran 2010/2011 yang terdiri dari 32 siswa. 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 kelas dan lembar observasi kegiatan siswa, lembar observasi kegiatan guru dalam proses pembelajaran, instrumen pengamatan kelas, lembar observasi kegiatan belajar siswa, dan instrumen refleksi. Teknik analisis data adalah analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan penerapan model pembelajaran kooperatif tipe *teams games tournament* (TGT) dapat meningkatkan prestasi belajar siswa kelas XI IPS 1 SMA Negeri 11 Yogyakarta pada materi pembelajaran akuntansi. Hal ini ditunjukkan dari hasil perhitungan rata-rata *pre test* = 5,9 dan hasil *post test* = 8,1. Hasil pengujian statistik terhadap hasil *pre test* dan *post test* tersebut menunjukkan bahwa ada perbedaan yang signifikan rata-rata *pre test* dan *post test* (2-tailed) adalah  $000 < \alpha = 0,05$ .

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## ABSTRACT

### **THE IMPLEMENTATION OF COOPERATIVE LEARNING TEAMS GAMES TOURNAMENT MODEL TO IMPROVE STUDENT ACHIEVEMENT IN STUDYING ACCOUNTING IN THE ELEVENTH GRADE OF SOCIAL SCIENCES DEPARTMENT AT 11 STATE SENIOR HIGH SCHOOL YOGYAKARTA**

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The purpose of this study is to determine the level of student achievement of the 11 th grade of social sciences department at 11 state Senior High School Yogyakarta on the accounting subject through the implementation of cooperative teams games tournament method.

The type of this research is a classroom action research. The research was conducted in February 2011 at 11 State Senior High School Yogyakarta, Jl. A.M Sangaji no.50, Cokrodiningratan, Jetis, Yogyakarta 55233. The subject of this study is the students at 11 State Senior High School which consist of 32 students. The implementation of classroom action research done in a cycle which included four phases. They are planning, action, observation, and reflection. The data were collected by using observation sheet of teacher activities, observation sheet of classroom activities and observation sheet of student activities, observation sheet of teacher activities in learning process, class observation instrument, observation sheet of students learning activities, and reflection instrument. The data were obtained by using descriptive analysis and comparative analysis.

The result of this study shows that the application of cooperative learning Teams Games Tournament (TGT) improves student achievement at 11 State Senior High School Yogyakarta on the accounting subject. It is shown from the calculation of the result of the average pre-test = 5,9 and the result of post test = 8,1. The result of statistical test on pre-test and post-test shows that there is a significant change between the average of pre-test and post-test (2-tailed), is  $000 < \alpha = 0,05$ .