

ABSTRAK

PENERAPAN PEMBELAJARAN KOOPERATIF TIPE *TEAMS-GAMES-TOURNAMENTS (TGT)* DALAM PELAJARAN AKUNTANSI MATERI JURNAL PENUTUP SEBAGAI UPAYA UNTUK MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SISWA

Penelitian Dilaksanakan di Kelas XI Sosial 3 SMA Kolese De Britto Yogyakarta

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Tujuan dari penelitian ini adalah untuk mengetahui: (1) penerapan pembelajaran kooperatif tipe *Teams-Games-Tournaments (TGT)* dalam pembelajaran akuntansi materi jurnal penutup sebagai upaya untuk meningkatkan motivasi belajar siswa; (2) penerapan pembelajaran kooperatif tipe *Teams-Games-Tournaments (TGT)* dalam pembelajaran akuntansi materi jurnal penutup sebagai upaya untuk meningkatkan hasil belajar siswa.

Jenis penelitian ini adalah penelitian tindakan kelas. Subyek penelitian adalah 32 siswa kelas XI Sosial 3 SMA Kolese De Britto Yogyakarta. Pelaksanaan penelitian tindakan kelas ini dilakukan dalam satu siklus yang meliputi empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Pengumpulan data dilakukan dengan metode observasi, kuesioner, wawancara, dan dokumentasi. Data analisis dengan menggunakan analisis deskriptif dan analisis statistik.

Hasil penelitian ini menunjukkan bahwa: (1) penerapan model pembelajaran kooperatif tipe *TGT* dapat meningkatkan motivasi belajar siswa secara signifikan (rerata sebelum penelitian = 56,72, dan rerata sesudah penelitian = 82,72; (*sig. (2-tailed)*) = 0,000 < α = 0,05); (2) penerapan model pembelajaran kooperatif tipe *TGT* dapat meningkatkan hasil belajar siswa secara signifikan (rerata *pre-test* = 42,50 dan rerata *post-test* = 74,43; (*sig. (2-tailed)*) = 0,000 < α = 0,05).

ABSTRACT

THE APPLICATION OF COOPERATIVE LEARNING: TYPE TEAMS-GAMES-TOURNAMENTS (TGT) IN LEARNING ACCOUNTING WITH THE MAIN TOPIC: CLOSING JOURNAL AS AN EFFORT TO INCREASE MOTIVATION AND STUDENT LEARNING ACHIEVEMENT

A Research was Conducted in the Eleventh Grade Students of The Social Science Departement of De Britto College Senior High School Yogyakarta

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The aims of this research are to find out the application of learning: type Teams-Games-Tournaments (TGT) in learning accounting with the main topic closing journal as an effort to increase: (1) motivation; and (2) student learning achievement.

This research is a classroom action research. The participants of this research were 32 students of the Eleventh Grade Students of the Social Science Departement of De Britto College Senior High School Yogyakarta. There was one cycle of this research. There were four stages that were planning, action, observation, and reflection, questionnaire, interview, and documentation. The researcher used descriptive and statistical analysis to analyze the data.

The result of this research shows that: (1) the implementation of cooperative learning type TGT improves student's learning motivation significantly (the average before the implementation is 56,72, and the average after the implementation is 82,72; (*sig. (2-tailed)*) = 0,000 < α = 0,05); (2) the implementation of cooperative learning type TGT improves student's learning achievement significantly (the average of pre-test is 42,50, and the average of post-test is 74,43; (*sig. (2-tailed)*) = 0,000 < α = 0,05).