

**ABSTRAK**

**PENINGKATAN PRESTASI DAN MOTIVASI BELAJAR SISWA PADA MATERI PEMBELAJARAN JURNAL PENYESUAIAN MELALUI PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS-GAMES-TOURNAMENT* (TGT)**

Penelitian Dilaksanakan di Kelas XI IPS 1 SMA N 1 Kasihan, Bantul

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2012

Tujuan dari penelitian ini adalah untuk mengetahui: (1) peningkatan prestasi belajar pada materi pembelajaran jurnal penyesuaian melalui penerapan model pembelajaran kooperatif tipe TGT; (2) peningkatan motivasi belajar pada materi pembelajaran jurnal penyesuaian melalui penerapan model pembelajaran kooperatif tipe TGT.

Jenis penelitian ini adalah penelitian tindakan kelas. Subyek penelitian adalah 23 siswa kelas XI IPS 1 SMA N 1 Kasihan, Bantul, 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 komparatif.

Hasil penelitian ini menunjukkan bahwa: (1) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan prestasi belajar siswa secara signifikan (rerata *pre-test* = 64,34 dan rerata *post-test* 81,74; (*sig. (2-tailed)* = 0,000 <  $\alpha$  = 0,05); (2) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan motivasi belajar siswa secara signifikan (rerata sebelum penelitian = 53,91, dan rerata sesudah penelitian = 60,78; *sig. (2-tailed)* = 0,000 <  $\alpha$  = 0,05).

**ABSTRACT**

**THE IMPROVEMENT OF STUDENTS' LEARNING ACHIEVEMENT  
AND MOTIVATION ON ADJUSTMENT JOURNAL ENTRIES  
MATERIAL THROUGH COOPERATIVE LEARNING: TEAMS-GAMES-  
TOURNAMENT (TGT)**

The Research was Conducted in the Elevent Grade Students of the Social Science  
Departement of One State Senior High School Kasihan Bantul

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2012

The aims of this research are to find out: (1) the improvement of students' learning achievement on adjustment journal entries material through cooperative learning: teams-games-tournament; (2) the improvement of students' learning motivation on adjustment journal entries material through cooperative learning: teams-games-tournament.

This research is a classroom action research. The participants of this research were 23 students of Elevent Grade Students of the Social Science Departement of One State Senior High School Kasihan Bantul. There was one cycle of this research. There were four stages that were planning, action, observation, and reflection. Data gathering was gathered by using four research instruments namely observation, questionnaire, interview, and documentation. The researcher used descriptive and comparative analysis to analyze the data.

The result of this research shows that: (1) the implementation of cooperative learning type TGT improves students' learning achievement significantly (the average of pre-test = 64,34 and the average of post-test = 81,74; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05); (2) the implementation of cooperative teaching learning type TGT improves students' learning motivation significantly (the average before the implementation = 53,91 and the average after the implementation = 60,78; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05).