

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT (TGT)* UNTUK MENINGKATKAN MOTIVASI DAN PRESTASI BELAJAR SISWA PADA MATA PELAJARAN EKONOMI POKOK BAHASAN PERDAGANGAN INTERNASIONAL

Penelitian Dilakukan pada Siswa Kelas XI IPS 1 SMA PL St. Louis Sedayu

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Penelitian ini bertujuan untuk mengetahui apakah pembelajaran kooperatif tipe *teams games tournament (TGT)* dapat meningkatkan motivasi dan prestasi belajar siswa pada mata pelajaran ekonomi pokok bahasan perdagangan internasional.

Penelitian ini dilakukan pada siswa kelas XI IPS 1, SMA PL St. Louis Sedayu. Komponen-komponen utama dalam pembelajaran kooperatif tipe *TGT* adalah presentasi materi, pembagian kelompok, *games*, turnamen, dan penghargaan kepada kelompok. Pelaksanaan penelitian tindakan kelas ini dilaksanakan dalam dua siklus yang terdiri dari 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 motivasi dan prestasi belajar siswa pada mata pelajaran Ekonomi pokok bahasan Perdagangan Internasional. Rata-rata peningkatan motivasi di kelas dari pra penelitian 75,27, siklus I turun menjadi 72,72 dan siklus II naik menjadi 78,82. Peningkatan prestasi dari pra penelitian 42,5; siklus I 64,2; dan siklus II naik menjadi 71.

ABSTRACT

**THE APPLICATION OF COOPERATIVE LEARNING MODEL TEAMS
GAMES TOURNAMENT (TGT) TYPE TO INCREASE STUDENTS'
MOTIVATION AND STUDENTS' LEARNING ACHIEVEMENT ON
ECONOMICS WITH THE MAIN TOPIC INTERNATIONAL
COMMERCE**

A Case Study on the Eleventh Grade Students of Social Sciences Department of
Pangudi Luhur 1 Senior High School Sedayu

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This research aims to know how the cooperative learning model teams games tournament (TGT) type can increase students' motivation and students' learning achievement on economics with the main topic international commerce.

This research was done on the second grade students of social science Department of Pangudi Luhur 1 Senior High School Sedayu. The main components of the cooperative learning TGT type were material presentation, group sharing, games, tournament, and the appreciation to the group. The implementation of this classroom action research was done in one cycle which consisted of four stages, i.e. planning, action, observation, and reflection. The data collection were done by using observation sheets of the teachers' activities, observation sheets of the students, observation sheets of the class activities, observation sheets of the teachers' activities in teaching-learning process, the instruments of the class observation, observation sheets of the students' activities on the group, and the instruments of the reflection. The data which were obtained were analyzed by using descriptive and comparative analysis.

The result of this research shows that the implementation of cooperative learning model teams games tournament (TGT) type can increase students' motivation is learning the internasional commerce. The average of the students' motivation in the classroom from pre research is 75,27; is the first cycle 72,72 and the second cycle 78,82. Students' learning achievement from pre research 42,5; is the first cycle 64,2; and the second cycle 71.