

ABSTRAK

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE
TEAM GAMES TOURNAMENT (TGT) UNTUK MENINGKATKAN
MOTIVASI DAN HASIL BELAJAR SISWAKELAS VII A SMP N 1
JOGONALAN KLATEN PADA MATERI EKOSISTEM**

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Rendahnya motivasi dan hasil belajar siswa tahun pembelajaran 2012/2013 pada materi ekosistem, disebabkan siswa tidak dilibatkan secara aktif dan kurang diberi tanggung jawab dalam kegiatan pembelajaran. Oleh karena itu penelitian ini bertujuan untuk meningkatkan motivasi dan hasil belajar siswa kelas VII A SMP N 1 Jogonalan Klaten pada materi ekosistem dengan menerapkan model pembelajaran kooperatif tipe Team Games Tournament (TGT).

Subyek penelitian adalah siswa Kelas VII A SMP N 1 Jogonalan Klaten semester genap tahun pembelajaran 2013/2014 dengan jumlah siswa sebanyak 42 siswa. Penelitian ini menggunakan model penelitian tindakan kelas Kemmis dan McTaggart, setiap siklus penelitian meliputi beberapa tahapan berulang meliputi tahap-tahap: perencanaan, pelaksanaan, observasi, dan refleksi. Penelitian ini menggunakan dua macam instrumen sebagai alat untuk mengumpulkan data yakni instrumen pembelajaran dan instrumen pengumpulan data. Instrumen pembelajaran yang digunakan adalah silabus, rencana pelaksanaan pembelajaran, dan lembar kerja siswa. Instrumen pengumpulan data yang digunakan adalah kuisisioner, soal tes, lembar observasi, dan wawancara.

Hasil yang diperoleh dari penelitian adalah pencapaian hasil belajar aspek kognitif sebesar 47,62%, aspek afektif sebesar 50%, dan aspek psikomotor sebesar 50% pada siklus I. Dan pada siklus II hasil belajar aspek kognitif menjadi sebesar 76,19%, aspek afektif sebesar 78,57%, dan aspek psikomotor sebesar 78,57%. Hasil motivasi awal sebesar 88,1% siswa memiliki motivasi belajar tinggi dan sangat tinggi, dan 97,62% siswa memiliki motivasi belajar akhir tinggi dan sangat tinggi.

Berdasarkan hasil penelitian dapat disimpulkan bahwa model pembelajaran kooperatif tipe *Team Games Tournament* (TGT) dapat meningkatkan motivasi belajar dan hasil belajar siswa kelas VIIA SMP N 1 Jogonalan Klaten pada materi ekosistem.

Kata Kunci : Motivasi belajar, hasil belajar, model pembelajaran kooperatif tipe *Team Games Tournament* (TGT)

ABSTRACT

**APPLICATION OF COOPERATIVE LEARNING METHOD GAMES
TEAM TOURNAMENT (TGT) TYPE TO IMPROVE MOTIVATION
AND STUDENTS LEARNING OUTCOMES OF JOGONALAN JUNIOR
HIGH SCHOOL KLATEN GRADE VII CLASS A IN SUBJECT
MATERIALS OF ECOSYSTEM**

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Low motivation and learning outcomes students of 2012/2013 in subject materials of ecosystem caused students not actively involved and less given responsibility in the learning activities. Therefore, this research has its purpose to increase motivation and learning outcomes of students grade VII class A Jogonalan Junior High School Klaten on ecosystems material by applying cooperative learning model Team Games Tournament (TGT).

Subjects in this study are students of grade VII class A of Jogonalan Junior High School Klaten in second semester of 2013/2014. The number of students learning were as many as 42 students. This study uses action research of Kemmis and McTaggart. Each cycle includes several stages of research consisting of recurrent stages: planning, implementation, observing, and reflection. The results are used to determine the level of reflection changes and the level of achievement indicators that have been set. This study used two kinds of instruments as a means to collect data that is learning the instrument and the data collection instruments. The instrument used was a learning syllabus, lesson plan and student worksheets. The data collection instrument used was a questionnaire, test questions, observation sheets, and interviews.

The results of this research is the achievement of learning outcomes by 47.62% cognitive aspect, affective aspect by 50%, and psychomotor aspects by 50% in cycle I. And the second cycle of cognitive learning outcomes amounted to 76.19%, affective aspects amounted to 78.57%, and 78.57% for psychomotor aspects. The results of the initial motivation for 88.1% of students have high motivation to learn and very high, and 97.62% of students have high motivation to learn and very high end.

Based on the results of this study concluded that cooperative learning model Team Games Tournament (TGT) can enhance learning motivation and students learning outcomes grade VII class A of Jogonalan Junior High School Klaten on ecosystems material.

Keywords: Motivation to learn and learning outcomes, method of cooperative learning Team Games Tournament (TGT) type