

PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

ABSTRAK

Windy Kusuma Ningrum, 2012. *Peningkatan Motivasi dan Prestasi Belajar IPS Melalui Model Pembelajaran Kooperatif Teknik Team Games Tournament (TGT) Pada Siswa Kelas V SD Kanisius Condongcatur Semester Genap Tahun Ajaran 2011/2012 Yogyakarta*. Program Studi Pendidikan Guru Sekolah Dasar, Jurusan Ilmu Pendidikan, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Penelitian ini bertujuan (1) untuk mengetahui bagaimana pembelajaran kooperatif dengan teknik *Team Games Tournament (TGT)* dapat meningkatkan motivasi dan prestasi belajar siswa, (2) untuk mengetahui apakah pembelajaran kooperatif dengan teknik *Team Games Tournament (TGT)* dapat meningkatkan motivasi belajar siswa, (3) untuk mengetahui apakah pembelajaran kooperatif dengan teknik *Team Games Tournament (TGT)* dapat meningkatkan prestasi belajar siswa.

Jenis penelitian ini adalah penelitian tindakan kelas. Subjek penelitian ini adalah siswa kelas V SD Kanisius Condongcatur dengan jumlah siswa sebanyak 21 siswa. Penelitian ini dilaksanakan pada semester genap tahun ajaran 2011/2012 dengan kompetensi dasar menghargai jasa dan peranan tokoh dalam memproklamasikan kemerdekaan Indonesia. Penelitian tindakan kelas ini dilaksanakan dengan 2 siklus. Pada siklus I dilakukan model pembelajaran kooperatif teknik *Team Games Tournament (TGT)* dengan membagi siswa dalam 4 kelompok yang dilaksanakan dalam 2 pertemuan dan kegiatan dilaksanakan didalam kelas. Pada siklus II dilakukan model pembelajaran kooperatif teknik *Team Games Tournament (TGT)* dengan membagi siswa dalam 4 kelompok yang dilaksanakan dalam 2 pertemuan dan kegiatan dilaksanakan diluar kelas.

Peningkatan motivasi belajar siswa berdasarkan kegiatan observasi diperoleh rata-rata motivasi belajar siswa pada kondisi awal 9,5 meningkat pada akhir siklus I yaitu 12,4 dan pada akhir siklus II mencapai 15,5.

Peningkatan prestasi belajar siswa ditandai dengan nilai rata-rata kelas pada kondisi awal 64,09 meningkat pada akhir siklus I yaitu 82,31 dan pada akhir siklus II mencapai 86,88.

Kesimpulan penelitian yang dilakukan menunjukkan bahwa model pembelajaran kooperatif dengan teknik *Team Games Tournament (TGT)* dapat meningkatkan motivasi dan prestasi belajar siswa kelas V SD Kanisius Condongcatur pada mata pelajaran IPS semester genap tahun ajaran 2011/2012.

Kata kunci: motivasi belajar, prestasi belajar, dan pembelajaran kooperatif teknik *Team Games Tournament (TGT)*.

ABSTRACT

Windy Kusuma Ningrum, 2012. *The Improvement of Motivation and Academic Achievement Using Model of Cooperative Learning Technique of Team Games Tournament (TGT) on the Subject of Social Study of the 5 graders on SD Kanisius Condongcatur at 2nd Semester in the School Year 2011/2012 Yogyakarta*. Elementary School Teacher Education Study Program, department of Science Education, Faculty of Teacher Training and Education Teaching, Sanata Dharma University, Yogyakarta.

The objective of the research was (1) to find out “how can cooperative learning with technique of *Team Games Tournament (TGT)* improve student’s motivation and learning performance, (2) to find out “can cooperative learning with technique of *Team Games Tournament (TGT)* improve student’s motivation, (3) to find out “can cooperative learning with technique of *Team Games Tournament (TGT)* improve student’s learning performance.

This research is class action research. The research subject was class V Students of SD Kanisius Condongcatur with 21 students. The research was conducted in second semester in the school year 2011/2012 with basic competencies appreciate the role and service of character in the proclamation of independence. The research was conducted with a class-action by two cycles. In the first cycle is a model cooperative learning technique of *Team Games Tournament (TGT)* with to distributed students in 4 groups in 2 meetings and the activity was conducted indoor of class. In the second cycle is model cooperative learning technique of *Team Games Tournament (TGT)* with to distributed students in 4 groups in 2 meetings and the activity was conducted in outdoor of class.

Improved students motivation was marked by observation, the average ranning of grade from the initial conditions 9,5 rose at the end of first cycle of 12,4 and at 15,5 reached the end of the second cycle.

Improved academic achievement was marked by evaluation test, the average ranning of grade from the initial conditions 64,09 rose at the end of first cycle of 82,31 and at 86,88 reached the end of the second cycle.

Conclusion of research indicated that Model of Cooperative Learning Technique of *Team Games Tournament (TGT)* can improve students motivation and learning performance on the Subject of Social Study of the 5 graders on SD Kanisius Condongcatur at 2nd Semester in the School Year 2011/2012 Yogyakarta.

Keyword: Motivation, academic achievement, cooperative learning technique of Team games Tournament (TGT).