

**“PENGGUNAAN MODEL PEMBELAJARAN KOOPERATIF TIPE
TEAMS GAMES TOURNAMEN BERBANTUAN MEDIA ULAR TANGGA
UNTUK MENINGKATKAN MOTIVASI BELAJAR DAN HASIL
BELAJAR EKONOMI”**

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Penelitian ini merupakan penelitian tindakan kelas yang bertujuan untuk meningkatkan motivasi belajar Ekonomi dan hasil belajar Ekonomi siswa Kelas X IPS SMA GAMA Yogyakarta.

Penelitian ini dilakukan pada bulan Februari-April 2018 di SMA GAMA Yogyakarta. Subjek dalam penelitian ini adalah seluruh siswa Kelas X IPS. Objek penelitian meliputi Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* berbantuan media ular tangga, motivasi belajar, dan hasil belajar. Data penelitian dikumpulkan dengan tes, kuesioner, wawancara, dan dokumentasi. Target keberhasilan motivasi belajar adalah 70% siswa memiliki motivasi tinggi dan 70% siswa mencapai nilai minimal 70 dari jumlah keseluruhan 20 siswa.

Hasil penelitian menunjukkan bahwa: 1) Penggunaan Model Pembelajaran Kooperatif Tipe TGT berbantuan media ular tangga dapat meningkatkan motivasi belajar Ekonomi. Siswa yang memiliki motivasi belajar Ekonomi tinggi sebesar 40%, saat pra tindakan meningkat menjadi 90%; dan 2) Penggunaan Model pembelajaran Kooperatif tipe TGT berbantuan media ular tangga dapat meningkatkan hasil belajar Ekonomi siswa saat pra tindakan sebanyak 6 siswa (30%) meningkat menjadi 16 siswa (80%) setelah tindakan dari seluruh jumlah siswa yaitu 20 siswa mencapai nilai Kriteria Ketuntasan Minimal (KKM).

Kata kunci: motivasi belajar, hasil belajar Ekonomi, model pembelajaran kooperatif, *teams games tournament*, ular tangga.

ABSTRACT

THE IMPLEMENTATION OF TEAMS GAMES TOURNAMENT ASSISTED BY SNAKE LADDER GAME MEDIA OF COOPERATIVE LEARNING MODEL TO IMPROVE LEARNING MOTIVATION AND ACADEMIC ACHIEVEMENT IN ECONOMIC

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This research is a classroom action research which aims to improve learning motivation and economic academic achievement of the tenth grade students of Social Science GAMA High School Yogyakarta.

The research was carried out in February-April 2018 in GAMA High School Yogyakarta. The research subjects were students of the tenth grade class of Social Science covered 20 students. The research objects were the implementation of teams games tournament assisted by snake ladder game media of cooperative learning model, learning motivation, and economic academic achievement. The data collection techniques were questionnaire, interview and documentation. The target of successful learning motivation was as many as 70% of the students have high motivation and the target in terms of economic academic achievement was as many as the students reach score of 70 or above.

The results of data analysis showed that: 1) the implementation of TGT type assisted by snake ladder game media of cooperative learning model improved student motivation to learn economy; students who had high motivation as much as 40% before implementation increased by 90% after implementation; and 2) a economic academic achievement; six student (30%) passed the minimum grade criterion before implementation and 16 students (80%) after implementation.

Keywords: *learning motivation, Economic academic achievement, cooperative learning model, teams games tournament, snake ladder.*