

ABSTRAK

RANCANGAN IMPLEMENTASI PEMBELAJARAN KOOPERATIF MODEL *TEAM GAME TOURNAMENT* UNTUK MENINGKATKAN KEAKTIFAN SISWA PADA MATA PELAJARAN AKUNTANSI POKOK BAHASAN PERSAMAAN DASAR AKUNTANSI KELAS X SMK

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Tugas akhir ini bertujuan untuk menguraikan rancangan implementasi pembelajaran kooperatif model Team Games Tournament untuk meningkatkan keaktifan siswa dalam proses pembelajaran Akuntansi pokok bahasan persamaan dasar akuntansi pada siswa kelas X SMK. Rancangan penelitian ini merupakan rancangan penelitian tindakan kelas yang bersifat eksploratif dan deskriptif kualitatif. Rancangan pelaksanaan penelitian tindakan kelas ini disusun dalam 1 siklus yang terdiri dari empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Rancangan pengumpulan data dilakukan dengan menggunakan instrumen obeservasi kelas dan instrumen refleksi.

ABSTRACT

**THE IMPLEMENT DESIGN OF COOPERATIVE STUDY WITH
TEAM GAME TOURNAMENT MODEL TO INCREASE
STUDENTS' ACTIVITIES IN STUDYING ACCOUNTING OF
THE TEN DEGREE OF SENIOR HIGH SCHOOL STUDENTS,
WITH THE TOPIC ACCOUNTING EQUATION**

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The purpose of this research is to describe how the implement design of cooperative learning with team games tournament model to increase students' activities in studying accounting of the eleventh grade of school students, with the topic: accounting equation. This classroom action research design is a descriptive qualitative method. This research is explorative and qualitative descriptive classroom action research, which was done in one cycle that consists of four steps, namely planning, action, observation, and reflection. The techniques of collecting data were: observation for teacher's instrument, observation for student's instrument, observation for class instrument and reflection instrument.