

ABSTRAK

Penelitian ini adalah penelitian tindakan kelas yang bertujuan untuk mengetahui peningkatan motivasi dan hasil belajar siswa Kelas Khusus Olahraga (KKO) X-G SMA Negeri 4 Yogyakarta pada materi dunia hewan dengan menerapkan metode pembelajaran *Teams Game Tournament* (TGT).

Jumlah total siswa Kelas Khusus Olahraga (KKO) X-G yang mengikuti penelitian adalah 29 siswa. Proses pembelajaran dilakukan dengan menerapkan metode *Teams Game Tournament* (TGT) melalui tahapan-tahapan kegiatan yaitu penyajian kelas, diskusi kelompok, permainan tebak gambar, turnamen TGT, dan pemberian penghargaan kelompok. Penelitian ini dilaksanakan dalam 2 siklus setelah melalui 5 tahapan yaitu perencanaan tindakan, pelaksanaan tindakan, observasi, evaluasi, dan refleksi. Komponen pengumpulan data yang digunakan berasal dari hasil postes, lembar observasi, dan kuisioner. Data analisis yang digunakan adalah analisis kuantitatif dan analisis kualitatif.

Indikator keberhasilan proses pembelajaran dalam penelitian ini mencapai rata-rata nilai 76, pencapaian Kriteria Ketuntasan Minimum (KKM) 75% , dan motivasi 75%. Hasil motivasi belajar melalui diskusi kelompok siklus I adalah 55,17% dan siklus II adalah 86,21%, sedangkan hasil motivasi belajar melalui turnamen TGT siklus I 82,76% dan siklus II 100%. Hasil motivasi belajar mencapai 96,55% yang diukur dengan menggunakan kuisioner di akhir pertemuan siklus II. Sehingga dapat disimpulkan bahwa motivasi belajar siswa sudah mencapai target yang diharapkan. Berdasarkan hasil belajar siswa dari siklus I yaitu rata-rata nilai 49,48 dan pencapaian Kriteria Ketuntasan Minimum (KKM) 3,45%. Hasil belajar siswa pada siklus I tidak mencapai target yang diharapkan. Hasil belajar siklus II yaitu rata-rata nilai 76,72 dan pencapaian Kriteria Ketuntasan Minimum (KKM) 75,86%. Ditinjau dari target rata-rata nilai dan pencapaian Kriteria Ketuntasan Minimum (KKM) dapat disimpulkan telah terjadi peningkatan hasil belajar dan sudah mencapai target yang diharapkan.

Berdasarkan hasil dari siklus I dan siklus II setelah menerapkan metode pembelajaran *Teams Game Tournament* (TGT), dapat disimpulkan bahwa terjadi peningkatan motivasi dan hasil belajar siswa.

Kata Kunci : metode pembelajaran *Teams Game Tournament* (TGT), Motivasi, Hasil Belajar, Materi Dunia Hewan.

ABSTRACT

This research is a class action research that aims to know a motivation improvement and the result of learning student from Special Class Sports (SSCP) X-G senior high school Negeri 4 Yogyakarta on material of kingdom animalia by applying the learning method Teams Games Tournament (TGT).

The total population chosen in this research is 29 students. The process of learning done by applying the method Teams Games Tournament (TGT) through the stages of activities, consists of class presentation, group discussions, picture guessing game, TGT tournaments, and giving group awards. This study was implemented in two cycles after passing 5 stages of action planning, action, observation, evaluation, and reflection. Component of data collection used, are from the posttest, observation sheets and questionnaires. Data were analyzed by using quantitative and qualitative analysis.

Success indicator of this research is average value of 76, the attainment of Completeness Minimum Criteria (CMC) is 75%, and 75% for motivation. The outcomes of learning motivation measured by group discussions of the first cycle is 55,17% and the second cycle is 86,21%, while the outcomes of learning motivation measured by tournament TGT of the first cycle is 82,76% and the second is 100%. The outcomes of learning motivation measured by questionnaire was 96,55% as measured at the end of the meeting at second cycle. Students motivation has reached the expected target. The learning outcomes of the first cycle of student learning is average value of 49,48 and the attainment of completeness Minimum Criteria (MCC) is 3,45%. The learning outcomes of student in the first cycle did not reach their expected target. The learning outcomes of second cycle is an average value of 76,72 and the attainment of Completeness Minimum Criteria (CMC) is 75,86%. If The learning outcomes be reviewed from the target average value and the attainment of Completeness Minimum Criteria (CMC) has enhancement and reached the expected target.

Based on The learning outcomes of the first cycle and second cycle after applying the learning method Teams Games Tournament (TGT), it can be concluded that there had been an increase in motivation and learning outcomes of student.

Keywords : *Method Teams Games Tournament (TGT), Motivation, The learning outcomes, Material Of Kingdom Animalia.*