

ABSTRAK

PENERAPAN MODAL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA SMK SANJAYA PAKEM KELAS X PADA MATA PELAJARAN AKUNTANSI

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Penelitian ini bertujuan untuk mengetahui peningkatan motivasi belajar siswa kelas X Akuntansi SMK Sanjaya Pakem pada mata pelajaran akuntansi materi jurnal pembelian melalui penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)*.

Penelitian ini termasuk penelitian tindakan kelas. Subjek penelitian adalah siswa kelas X Akuntansi SMK Sanjaya Pakem tahun ajaran 2012/2013 yang terdiri dari 18 orang siswa. Penelitian tindakan kelas ini dilaksanakan dalam satu siklus yang meliputi empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Dikumpulkan dengan metode observasi, wawancara, kuisisioner, dan dokumentasi. Di analisis dengan analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan bahwa implementasi model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* dapat meningkatkan motivasi belajar siswa kelas X Akuntansi SMK Sanjaya Pakem pada mata pelajaran akuntansi materi jurnal pembelian (rerata sebelum penelitian= 59,67 dan rerata sesudah penelitian= 68,89).

ABSTRACT

**THE IMPLEMENTATION OF COOPERATIVE LEARNING MODEL
TYPE TEAMS GAMES TOURNAMENT (TGT) TO IMPROVE
STUDENTS LEARNING MOTIVATION AT GRADE X OF SMK
SANJAYA PAKEM ON ACCOUNTING SUBJECT.**

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This research aimed at finding out the improvement of student's learning motivation at grade X Accounting program of SMK Sanjaya Pakem on Accounting subject material on purchases journal by applying cooperative learning type TGT

It is a classroom action research. The subject of this research were 18 students at grade X Accounting program of SMK Sanjaya Pakem academic year of 2012/2013. This research was done in one cycle involving 4 steps namely planing, actions, observation, and reflection. Data gathering techniques of this research were observation, interview, questionnaire and documentation. Data analysis techniques of this research were descriptive and comparative analysis.

The result this research showed that the implementation of cooperative learning type Teams Games Tournament (TGT) could increas student's learning motivation at grade X Accounting program of SMK Sanjaya Pakem on accounting subject material purchases journal (pre-research avarage: 59,67 and post research avarage: 68,89)