

ABSTRAK

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE
TEAMS GAMES TOURNAMENT (TGT) SEBAGAI UPAYA
MENINGKATKAN PEMAHAMAN DAN MOTIVASI BELAJAR
SISWA KELAS XII IPS PADA MATERI JURNAL KHUSUS
PERUSAHAAN DAGANG**

Penelitian dilaksanakan di kelas XII IPS 1 SMA N 11 Yogyakarta

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2013

Tujuan dari penelitian ini adalah untuk mengetahui: (1) peningkatan pemahaman siswa pada materi pembelajaran jurnal khusus perusahaan dagang melalui penerapan model pembelajaran kooperatif tipe TGT; (2) peningkatan motivasi belajar pada materi pembelajaran jurnal khusus perusahaan dagang melalui penerapan model pembelajaran kooperatif tipe TGT.

Jenis penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah 30 siswa kelas XII IPS 1 SMA N 11, Yogyakarta. Pelaksanaan penelitian tindakan kelas ini dilakukan dalam satu siklus yang meliputi empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Pengumpulan data dilakukan dengan metode observasi, kuesioner, wawancara, dan dokumentasi. Data analisis dengan menggunakan analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan bahwa: (1) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan pemahaman siswa secara signifikan pada materi jurnal khusus perusahaan dagang (rerata *pre-test* = 73 dan rerata *post-test* = 92,33; *sig. (2-tailed)* = 0,000 < α = 0,05); (2) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan motivasi belajar siswa secara signifikan pada materi jurnal khusus perusahaan dagang (rerata sebelum penelitian = 52,7, dan rerata sesudah penelitian = 59,93; *sig. (2-tailed)* = 0,000 < α = 0,05).

ABSTRACT

**THE IMPLEMENTATION OF COOPERATIVE LEARNING MODEL:
TEAMS GAMES-TOURNAMENT TYPE (TGT)
TO IMPROVE UNDERSTANDING AND STUDENT'S LEARNING
MOTIVATION OF TWELFTH CLASS OF SOCIAL SCIENCE
DEPARTMENT ON THE SUBJECT SPECIAL JOURNAL ON COMMERCE**

The research was conducted in the Twelfth Grade Students of the Social Science
Departement of Eleven State Senior High School Yogyakarta

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The aims of this research are to find out: (1) the improvement of students' learning achievement on spesial journal on commerce entries through cooperative learning: teams-games-tournament; (2) the improvement of students' learning motivation on spesial journal on commerce entries through cooperative learning: teams-games-tournament.

This research is a classroom action research. The participants of this research were 30 students of Twelfth Grade Students of the Social Science Departement of Eleven State Senior High School Yogyakarta. There is one cycle of this research. There are four stages, those are planning, action, observation, and reflection. Data gathering was gathered by using four research instruments, namely observation, questionnaire, interview, and documentation. The researcher used descriptive and comparative analysis to analyze the data.

The result of this research shows that: (1) the implementation of cooperative learning type TGT improves students' learning achievement significantly on special journal on commerce (the average of pre-test = 73 and the average of post-test = 92,33; sig. (2-tailed) = 0.000 < α = 0.05); (2) the implementation of cooperative teaching learning type TGT improves students' learning motivation significantly on special journal on commerce (the average before the implementation = 52,7 and the average after the implementation = 59,93; sig. (2-tailed) = 0.000 < α = 0.05).