

**ABSTRAK**

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF  
TIPE *TEAMS GAMES TOURNAMENT* (TGT) SEBAGAI  
UPAYA MENINGKATKAN MOTIVASI DAN PRESTASI  
BELAJAR SISWA PADA MATERI JURNAL PENYESUAIAN**

Penelitian Tindakan Kelas pada Siswa Kelas XI IPS 1 SMA BOPKRI 2  
Yogyakarta

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2013

Tujuan dari penelitian ini adalah untuk mengetahui: (1) peningkatan motivasi belajar pada materi pembelajaran jurnal penyesuaian melalui penerapan model pembelajaran kooperatif tipe TGT; (2) peningkatan prestasi belajar pada materi pembelajaran jurnal penyesuaian melalui penerapan model pembelajaran kooperatif tipe TGT.

Jenis penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah 25 siswa kelas XI IPS 1 SMA BOPKRI 2 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 motivasi belajar siswa secara signifikan pada materi jurnal penyesuaian (rerata sebelum penelitian = 55,4, dan rerata sesudah penelitian = 65,28; *sig. (2-tailed) = 0,000 <  $\alpha = 0,05$* ); (2) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan prestasi belajar siswa secara signifikan pada materi jurnal penyesuaian (rerata *pre-test* = 52 dan rerata *post-test* 79,2; *sig. (2-tailed) = 0,000 <  $\alpha = 0,05$* ).

**ABSTRACT**

**THE IMPLEMENTATION OF COOPERATIVE LEARNING(TGT type)  
TO IMPROVE STUDENT'S LEARNINGS MOTIVATION AND  
ACHIEVEMENT ON ADJUSTMENT JOURNAL ENTRIES  
MATERIALS**

A Classroom Action Research in the Eleventh Grade Students of the Social  
Science Department of BOPKRI 2 Yogyakarta Senior High School

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2013

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

This research is a classroom action research. The participants of this research were 25 students of the Eleventh Grade Students of the Social Science Department of BOPKRI 2 Yogyakarta. There was one cycle in this research which includes four stages; those were planning, action, observation, and reflection. The data were gathered by using four research instruments namely observation, questionnaire, interview, and documentation. The researcher used descriptive and comparative analysis techniques to analyze the data.

The results of this research show that: (1) the implementation of cooperative teaching learning type TGT improves students' learning motivation significantly (the average before the implementation = 55,4 and the average after the implementation = 65,28; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05); (2) the implementation of cooperative learning type TGT improves students' learning achievement significantly (the average of pre-test = 52 and the average of post-test = 79,2; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05).