

ABSTRAK

Partiman. 2012. Penerapan Pembelajaran Kooperatif Tipe Team Games Tournament untuk Meningkatkan Motivasi dan Hasil Belajar pada Materi Ajar Animalia Kelas XD SMA BOPKRI 2 Yogyakarta Tahun Pelajaran 2011/2012. Skripsi. Program Studi Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma, Yogyakarta.

Penelitian ini bertujuan untuk meningkatkan motivasi dan hasil belajar siswa kelas XD SMA BOPKRI 2 Yogyakarta dengan menerapkan pembelajaran kooperatif *Team Games Tournament* pada materi ajar *Animalia*.

Penelitian tindakan kelas dilakukan selama dua siklus pembelajaran. Setiap siklus dalam penelitian ini melalui tahap perencanaan, pelaksanaan tindakan dan pengamatan, serta refleksi yang merupakan model dari Khemmis dan Mc. Taggart. Subyek dalam penelitian ini adalah siswa kelas XD SMA BOPKRI 2 Yogyakarta tahun ajaran 2011-2012. Data hasil belajar dikumpulkan dengan metode tes tertulis, sedangkan motivasi belajar diperoleh dari hasil kuisioner, dan observasi. Analisis data dilakukan dengan analisis deskriptif kuantitatif

Hasil penelitian menunjukkan bahwa rata-rata hasil belajar siswa mengalami peningkatan dari rata-rata nilai 70,25 dengan ketuntasan 70,00% menjadi 84,47 dengan ketuntasan 100 %. Motivasi belajar siswa yang semula 79,26 % meningkat menjadi 83, 65%, yang masuk dalam kategori baik.

Kesimpulan yang diperoleh adalah penerapan Pembelajaran Kooperatif *Team Games Tournament* dapat meningkatkan motivasi dan hasil belajar siswa kelas XD SMA BOPKRI 2 Yogyakarta pada materi *Animalia*.

Kata Kunci : *Motivasi Belajar, Hasil Belajar, Materi Animalia, Team Games Tournament, Pembelajaran Kooperatif*

ABSTRACT

Partiman. 2012. Application of Cooperative Learning Type Team Games Tournament to Improve Motivation and Learning Outcome of Animalia Subject Learning for the 10thD Grade of BOPKRI 2 Senior High School Yogyakarta. Thesis. Biology Education Study Programme, Department of Mathematics and Science Education, Faculty of Teachers Training and Education, Sanata Dharma University, Yogyakarta.

This research was aimed to improve motivation and learning outcome for the 10thD Grade of BOPKRI 2 Senior High school Yogyakarta by applying cooperative learning type team games tournament for teaching Animalia.

This classroom action research was done in two learning cycles. Every cycle in this research was consisted of planning, acting and observing, and also reflecting. This model was adopted from Khemmis and Mc. Taggart. The subjects of this research were the students of grade 10thD in BOPKRI 2 Senior High School Yogyakarta 2011-2012. The data of students motivation were obtained from questionnaire and observation, while the data of learning outcome were collected through written test. All data was analyzed by descriptive quantitative analyzed method.

The result showed that learning outcomes had increased from 70,25 with classical completeness of 70,00% to 84,47 with classical completeness of 100 %. The learning motivation also improved from good category in first learning cycle to very good category in second learning cycle.

It was concluded that application of cooperative learning type team games tournament could improve motivation and learning outcome for the 10thD Grade of BOPKRI 2 Senior High School Yogyakarta in animalia subject learning.

Key words : *Learning motivation, learning outcomes, Animalia, Team Games Tournament, Cooperative learning*