

ABSTRAK

**IMPLEMENTASI MODEL PEMBELAJARAN KOOPERATIF TIPE
TEAMS GAMES TOURNAMENT PADA MATERI JURNAL
PENYESUAIAN SEBAGAI UPAYA MENINGKATKAN MOTIVASI DAN
PEMAHAMAN SISWA**

Penelitian Tindakan Kelas pada Siswa Kelas XI IPS 1 SMA Stella Duce 1
Yogyakarta

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2013

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

Jenis penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah 31 siswa kelas XI IPS 1 SMA Stella Duce 1 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 = 51,70, dan rerata sesudah penelitian = 66,48; *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* = 44,09 dan rerata *post-test* = 83,66; *sig. (2-tailed) = 0,000 < $\alpha = 0,05$*).

ABSTRACT

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

A classroom Action Research in the Eleventh Grade Students of the Social
Science 1 Department of Stella Duce 1 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 student's 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 31 students of the Eleventh Grade Students of the Social Science 1 Department of Stella Duce 1 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 = 51,70 and the average after the implementation = 66,48; sig. (2-tailed) = 0.000 < α = 0.05); (2) the implementation of cooperative learning type TGT improves students' learning achievement significantly (the average of pre-test = 44,09 and the average of post-test = 83,66; sig. (2-tailed) = 0.000 < α = 0.05).