

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **1.1 Conclusion**

Based on the results obtained some conclusions as follows:

1. The level of students problem solving abilities on initial test obtained is very low, after the action in cycle I with Team Games Tournament (TGT) obtained the level of students problem solving abilities is medium. Furthermore, after the implementation of the action in cycle II obtained level of students problem solving abilities is High.
2. Activity of students in learning mathematics using learning model Team Games Tournament (TGT) showed a very high activeness, on cycle I known that the activity of students to learn independently is 78.9% of available time while on cycle II is 79% of available time.

#### **1.2 Suggestion**

Suggestions in this research are:

1. For teachers, using cooperative learning model Team Games Tournament (TGT) can be one alternative to improve mathematics problem solving abilities of students, especially in materials of social arithmetic and should also be tested for other materials.
2. Suggested for teachers to use teaching methods of discussion and ask, one of important consideration is the formation of groups that can help the students in the completion of problem-solving abilities and create a media that students interested in learning.
3. For students MTs.N Hulu Kualuh suggested braver in expressing an opinion, can use all learning device as a reference, and students will be more effective because teachers more engage students in learning.

4. To the researcher continued and this research tools can be considered to implement cooperative learning Team Games Tournament (TGT) in the matter of social arithmetic and other materials and can be developed for further research.