

**EFEKTIVITAS PEMBELAJARAN BIOLOGI MENGGUNAKAN MODEL
TEAMS GAMES TOURNAMENT (TGT) DALAM UPAYA PENINGKATAN
HASIL BELAJAR SISWA PADA SUB MATERI POKOK
SISTEM EKSKRESI MANUSIA DI KELAS IX
SMP NEGERI 1 SUMBULT.P.2012/2013**

Winarto Silaban (408141121)

ABSTRAK

Penelitian ini bertujuan meningkatkan hasil belajar dan aktivitas belajar siswa kelas IX SMP Negeri 1 Sumbul melalui penerapan model pembelajaran *Teams Games Tournament* (TGT) pada mata pelajaran Biologi. Subjek penelitian adalah seluruh siswa kelas IX-1 SMP Negeri 1 Sumbul T.P 2012/2013 yang berjumlah 24 orang. Penelitian didesain dalam bentuk penelitian tindakan kelas (*Classroom Action Research*), dengan indikator keberhasilan, jika nilai ketuntasan siswa telah mencapai KKM mata pelajaran ≥ 70 dan ketuntasan klasikal ≥ 70 %. Pada siklus I, materi ajar “Macam-Macam Organ/bangun Sistem Ekskresi Manusia”, bentuk tindakan model pembelajaran *Teams Games Tournament* (TGT) setelah mendapat penjelasan langkah-langkah model pembelajaran *Teams Games Tournament* (TGT) dari guru dan siswa ditugaskan membuat kelompok dan penerapan model tersebut. Siklus II, materi ajar “Fungsi dan Kelainan Sistem Ekskresi Manusia”, bentuk tindakan dengan memberikan motivasi untuk saling bekerjasama dalam kelompok, kemudian siswa diberikan banyak pertanyaan-pertanyaan yang berhubungan dengan turnamen.

Parameter hasil belajar diukur menggunakan teknik persentase ketuntasan belajar siswa secara individu dan klasikal. Nilai rata-rata hasil belajar siswa setelah tindakan siklus I adalah 65,45 dan hasil belajar setelah tindakan siklus II adalah 83,45. Menunjukkan peningkatan hasil belajar siswa dari siklus I ke siklus II. Ketuntasan belajar klasikal siswa pada siklus I sebesar 33,33 % dan pada siklus II ketuntasan klasikal sebesar 91,66%. Hasil observasi menunjukkan aktivitas belajar siswa mengalami peningkatan dari pada siklus I ke siklus II. Hasil penelitian membuktikan, bahwa pembelajaran mata pelajaran biologi menggunakan model pembelajaran *Teams Games Tournament* (TGT) dapat meningkatkan hasil belajar siswa kelas IX-1 SMP Negeri 1 Sumbul tahun pembelajaran 2012/2013.

Kata Kunci : model pembelajaran, *Teams Games Tournament* (TGT), hasil belajar, aktivitas belajar.

EFFECTIVENESS OF BIOLOGY LEARNING BY USING *TEAMS GAMES TOURNAMENT* (TGT) LEARNING MODEL IN ORDER TO IMPROVE STUDENT'S LEARNING ACHIEVEMENT ON SUB CONCEPT HUMAN EKSKRESY SYSTEM IN GRADE IXSMP NEGERI 1 SUMBUL ACADEMIC YEAR 2012/2013

Winarto Silaban (408141121)

ABSTRACT

The aim of this research was to improve student's learning achievement and students learning activity in grade IX SMP Negeri 1 Sumbul by implementing *Teams Games Tournament* (TGT) in Biology Learning. The Subject research was entire students of IX-1 in SMP Negeri 1 Sumbul , with total 24 students. This research was Classroom Action Research, with the indicators of success, if the value of completeness school students KKM have ≥ 70 reached the classical completeness and $\geq 70\%$ reach. In cyclus I, sub concept " The kind of Human Ekskresy System", form of step Teams Games Tournament (TGT) Learning Model after students was get explanation from the teacher, students was made group in their script based on the teacher explanation. In cyclus II, sub concept "The Function and Disorder of Human Excretory System", action formation by giving motivation to work in their group then students was given some questions to connect the tournament.

Parameter of learning achievement that used in this research was percentage of student's learning completeness individually technique and classical learning completeness. Average of learning achievement after implemented Teams Games Tournament (TGT) Learning Model in cyclus I was 65,45 and in postes II in cyclus II was 83,45. This result showed that the increasing of student's learning achievement from the cyclus I to cyclus II. Student's classical learning completeness in cyclus I was obtained of 33,33 % and cyclus II, student's classical learning completeness was 91,66%. Likewise the student's learning activity also was increasing from cyclus I to cyclus II. Based on the obtained study result learning by implementing Teams Games Tournament (TGT) Learning Model in Biology can be increased student's learning achievement in grade IX-1SMP Negeri 1 Sumbul Academic Year 2012/2013.

Keywords : *learning model, Teams Games Tournament(TGT), learning achievement, learning activity.*