**THE EFFECT OF TEAMS GAMES TOURNAMENT (TGT) MODEL USING
CROSSWORD PUZZLE WORKSHEET ON STUDENTS LEARNING
ACHIEVEMENT IN HUMAN REPRODUCTIVE SYSTEM
TOPIC OF GRADE XI IPA SMA NEGERI 1 BABALAN
ACADEMIC YEAR 2013 / 2014**

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ABSTRACT

The objective of this study is to find out the effect of Teams Games Tournament (TGT) model using crossword puzzle worksheet on students learning achievement in Human Reproductive System topic. It was conducted the class XI IPA of SMA N 1 Babalan academic year 2013/2014. The population of research is all students in class XI IPA of SMA N 1 Babalan consists of 4 classes with the total of 145 students. The sample was taken randomly and each group of experimental and control class is consisted of 39 students. The data is analyzed by SPSS for Independent T-test and Ms. Excel with the level of significance $\alpha = 0.05$.

The result of hypothesis test shows that t_{count} is $0,015 < 0,05$, means that Ho is rejected and Ha is accepted. There is a significant difference between student's learning achievement that is taught by Teams Games Tournament model using crossword worksheet and Direct Instruction model. The result of cognitive achievement shows the *mean difference* is 4.61, means that experimental class (m= 81.07; SD= 8.483) is higher than control class (m= 76.46; SD= 7.907). The result of affective achievement shows that t_{count} is $0.001 < 0.05$, and the mean difference is 0.219 means that the first group (experimental class) has bigger average than the second group. It means students' learning achievement in affective aspect that were taught by Teams Games Tournament model using crossword puzzle worksheet (m= 2.94) is higher than students that were taught using Direct Instruction model (m= 2.72).

Keywords   : Crossword Puzzle, Human Reproductive System, Learning
                  Achievement, Teams Games Tournament Model.