

ABSTRAK

Nopa Rotua Sinaga, NIM: 7103141093. Penerapan Model Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT) Untuk Meningkatkan Aktivitas dan Hasil Belajar IPS Ekonomi Siswa Kelas VIII SMP Negeri 4 Balige T.P 2013/2014. Skripsi, Jurusan Pendidikan Ekonomi. Program Studi Pendidikan Ekonomi, Fakultas Ekonomi. Universitas Negeri Medan 2014.

Permasalahan dalam penelitian ini adalah “Rendahnya aktivitas dan hasil belajar IPS ekonomi siswa.” Penelitian ini bertujuan untuk meningkatkan aktivitas dan hasil belajar IPS ekonomi siswa dengan menerapkan model pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT) .

Penelitian ini dilaksanakan di SMP Negeri 4 Balige yang beralamat di Jalan Kartini Saposurung Balige Kabupaten Toba Samosir. Subjek penelitian ini adalah siswa kelas VIII-B yang berjumlah 32 orang dan objeknya adalah Penerapan Model Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT). Jenis penelitian ini adalah penelitian tindakan kelas yang dilaksanakan dalam 2 siklus. Teknik pengumpulan data dilakukan dengan cara observasi aktivitas siswa dan hasil belajar yang berbentuk pilihan berganda. Teknik analisis data dilakukan dengan cara data kuantitatif dan data kualitatif.

Dari analisis diperoleh nilai rata-rata pre test sebelum dilakukan tindakan adalah 27,81 dimana 3 siswa (9,37%) yang memenuhi Kriteria Ketuntasan Minimal. Pada post test siklus I diperoleh nilai rata-rata 52,18 dimana 20 siswa (62,5%) siswa dinyatakan tuntas dan dari hasil observasi aktivitas belajar siswa siklus I diketahui bahwa 2 orang tergolong sangat aktif, 7 orang tergolong aktif, 7 orang tergolong cukup aktif, 9 orang tergolong kurang aktif, dan 7 tergolong tidak aktif. Hasil pada siklus I belum memenuhi indikator keberhasilan sehingga penelitian dilanjutkan ke siklus II. Pada post test siklus II diperoleh rata-rata 83,60 dimana 28 siswa (87,5%) memenuhi Kriteria Ketuntasan Minimal. Hasil observasi aktivitas belajar siswa menunjukkan 9 orang tergolong sangat aktif, 16 orang tergolong aktif, 3 orang tergolong cukup aktif, 3 orang tergolong kurang aktif dan 1 orang tergolong tergolong tidak aktif. Ini berarti pada siklus II telah memenuhi indikator keberhasilan sehingga penelitian dihentikan pada siklus ini. Maka dapat dikatakan bahwa adanya peningkatan aktivitas dan hasil belajar IPS ekonomi siswa kelas VIII-B SMP Negeri 4 Balige.

Berdasarkan analisis data di atas dapat disimpulkan bahwa penerapan model pembelajaran kooperatif Tipe *Team Game Tournament* (TGT) dapat meningkatkan aktivitas dan hasil belajar IPS Ekonomi siswa kelas VIII-B SMP Negeri 4 Balige T.P 2013/2014.

Kata Kunci : Aktivitas Belajar Siswa, Hasil Belajar IPS Ekonomi, Penerapan Model Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT)

ABSTRACT

Nopa Rotua Sinaga, NIM: 7103141093. Application Of Cooperative Learning *Team Game Tournament* (TGT) To Increase Activity And The Result Student Of Social Science Economic Learning In Class VIII At SMP N 4 Balige 2013/2014 Academic Year. Thesis, Majoring Economic Education. Study Program Of Economics Education. Faculty Of Economics. State University Of Medan, 2014.

The problem in this research is the low activity and learning outcomes of Social Science economic students. This research aims to increase activity and learning outcomes of social science economic students by applying cooperative learning Tipe *Team Game Tournament* (TGT).

This research was conducted at SMP N 4 Balige Learning Year 2013/2014 semester which is located on the road Kartini Soposurung Balige Kabupaten Toba Samosir. The subjects were students of class VIII-B, amounting to 32 people, and its object is the application of cooperative learning *Team Game Tournament* (TGT). This research is an action research conducted in two cycles. Data was collected by means of observation of student activity and learning outcomes in the form of multiple choice. The technique of data analysis consists of quantitative data and qualitative data.

Conclusion of the analysis obtained the average value pretest before doing action is 27,81 that 3 students (9,37%) complete the minimum students completeness criteria. At cycle I posttest the average value is 52,18 that 20 students (62,5%) put on the complete status and from the result of student activity observation sysle I known that 2 persons classified very active, 7 persons classified active, 7 persons classified quite active, 9 persons classified less active, and 7 persons classified as not activity. This result had not yet reaced the succes indicator so this research continues to the cycle II. In cycle II the average value 83,60 that 28 students (87,5%) completed the indicator studying completeness, the result of activity observation obtained 9 persons classified very active, 16 persons classified active, 3 persons classified quite active, 3 persons classified less active, and 1 persons classified as not activity. It means that in cycle II had reached the success indicator so this research was be stopped in the second cycle. Then could be said that there is an increasing student activity and IPS economic learning result class VIII-B SMP Negeri 4 Balige

Based of the above analysis concluded that the application of cooperative learning by using *Team Game Tournament* can increase activity and the result student of social science economic learning in class VIII-B at SMP N 4 Balige 2013/2014 academic year.

Keywords: Activities of Learning, Learning Result of Social Science Economic, Application Of Cooperative Learning *Team Game Tournament*.