

ABSTRAK

Muhammad Maulana Diry: 5141122009. *Perbedaan Hasil Belajar Siswa Yang Diajar Dengan Model Pembelajaran Student Teams Achievement Division (STAD) Dengan Teams Games Tournament (TGT) Pada Mata Pelajaran Pekerjaan Dasar Teknik Otomotif Kelas X SMK N 2 Binjai Tahun Ajaran 2019/2020*. Skripsi.Fakultas Teknik Universitas Negeri Medan.2019.

Penelitian ini bertujuan untuk mengetahui perbedaan hasil belajar siswa pada mata pelajaran Pekerjaan Dasar Teknik Otomotif yang diajarkan dengan model pembelajaran *Student Teams Achievement Division* (STAD) dengan *Teams Games Tournament* (TGT) kelas X TKRO semester I SMK N 2 Binjai. Pengambilan sampel dilakukan dengan cara *cluster* dengan mengambil dua kelas yaitu kelas X TKRO¹ yang berjumlah 30 orang dan kelas X TKRO² yang berjumlah 30 orang. Instrument yang digunakan untuk mengetahui hasil belajar siswa adalah tes hasil belajar yang berbentuk pilihan berganda dengan jumlah 40 soal. Pada kelas X TKRO¹ sebagai kelas yang diajarkan dengan model pembelajaran STAD sedangkan pada kelas X TKRO² sebagai kelas yang diajarkan dengan model pembelajaran TGT kemudian di berikan postes pada masing-masing kelas. Berdasarkan hasil analisis data postes di peroleh hasil belajar siswa mata pelajaran Pekerjaan Dasar Teknik Otomotif pada kelas TGT memiliki nilai rata-rata = 78,43 dan nilai rata-rata kelas STAD = 75,83 sehingga diperoleh nilai $T_{hitung} = 2,031$ dan $T_{tabel} = 1,672$ dengan kriteria $T_{hitung} > T_{tabel}$ ($2,031 > 1,672$) yang artinya H_0 ditolak dan H_a diterima atau dengan kata lain bahwa hasil belajar siswa mata pelajaran Pekerjaan Dasar Teknik Otomotif yang diajarkan dengan model pembelajaran *Teams Games Tournament* (TGT) lebih tinggi dibanding hasil belajar siswa mata pelajaran Pekerjaan Dasar Teknik Otomotif yang diajar dengan menggunakan model pembelajaran *Student Teams Achievement Division* (STAD) kelas X TKRO¹ dan kelas X TKRO² di SMK N 2 Binjai.

Kata kunci : Model pembelajaran *Student Teams Achievement Division*, *Teams Games Tournament*, hasil belajar Pekerjaan Dasar Otomotif



ABSTRACT

Muhammad Maulana Diry: 5141122009. *Differences in Student Learning Outcomes Taught by the Learning Model Student Teams Achievement Division (STAD) with Teams Games Tournament (TGT) in Basic Work Subjects of Automotive Engineering Class X SMK N 2 Binjai Academic Year 2019/2020* . Skripsi. Faculty of Engineering, State University of Medan 2019.

The research is aimed to know the differences in the results of learning of students subjects Works Automotive Basic Techniques are taught by the learning model Student Teams Achievement Division (STAD) with Teams Games Tournament (TGT) class X Automotive Light Vehicle Engineering (TKRO) semester 1 of SMKN 2 Binjai. Sampling was done by Cluster method by taking two classes, namely class X TKRO¹ with 30 people and class X TKRO² with 30 people. The instrument used to determine student learning outcomes is a test of learning outcomes in the form of multiple choices with a total of 40 questions. In class X Automotive Light Vehicle Engineering (TKRO¹) as a class taught learning model STAD while in class X Automotive Light Vehicle Engineering (TKRO²) as a class taught by TGT learning model later on gave postes in each class. Based on the results of the analysis of the data postes in getting the results of learning of students subjects Works Automotive Engineering Base in class TGT has a value average = 78,43 and the value of the average grade STAD = 75,83 in order to obtain the value of $T_{count} = 2,031$ and $T_{table} = 1,672$ with criteria $T_{count} > T_{table}$ ($2,031 > 1,672$) which means that H_0 is rejected and H_a accepted or with words other that the result of learning of students subjects Basics of Automotive Engineering Works that are taught by the model learning Teams Games Tournament (TGT) higher in the comparative of learning of students subjects Works Automotive Basic Techniques are taught to use the model of learning *student Teams Achievement Division* (STAD) class X Automotive Light Vehicle Engineering (TKRO¹) and class X Automotive Light Vehicle Engineering (TKRO²) in SMK N 2 Binjai.

Keywords : Learning Model *Student Teams Achievement Division*, Learning Model Teams Games Tournament, learning outcomes Employment Basics of Automotive Engineering.

