

ABSTRACT

Vivi Sulastri. Nim 2162111007. The Effect of TGT (Team Game Tournament) Cooperative Model to Improve the Ability to Study the Elements of Fiction Book for Class VIII Students of SMP Negeri 1 Percut Sei Tuan for the 2019/2020 Academic Year. Indonesian Language and Literature Education Study Program / S1. Department of Indonesian Language and Literature. Faculty of Language and Art. Medan State University.

This study aims to determine the effect of the TGT (Team Game Tournament) cooperative model on the ability to analyze the elements of fiction books of class VIII students of SMP Negeri 1 Percut Sei Tuan in the 2019/2020 academic year. The population in this study amounted to 293 students, from that population 31 students were determined as the research sample taken using purposive sampling technique, namely sampling based on certain considerations. The method used in this research is to use the experimental method of one-group pre-test and post-test design. Hypothesis testing is done using the "t." The data obtained shows that the ability to examine the elements of fiction books before applying the TGT (Team Game Tournament) model falls into the poor category with the mean value obtained by students is 51.03. Meanwhile, the students' ability to examine the elements of fiction books after applying the TGT (Team Game Tournament) model was in the very good category with the mean value obtained by the students was 88, 36. Furthermore, hypothesis testing showed that $t_{count} > t_{table}$ was $4.00. > 1.69$, so the null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted. This shows that the TGT (Team Game Tournament) model has a positive effect on the ability to study the elements of fiction books for eighth grade students of SMP Negeri 1 Percut Sei Tuan for the 2019/2020 academic year.

Keywords: Cooperative Model Type TGT (Team Game Tournament), Examining, Fiction Books

