

ABSTRAK

Hasfiah, 4152121051 (2020). Pengaruh Model Pembelajaran Kooperatif Tipe *Teams Game Tournament (TGT)* Terhadap Hasil Belajar Siswa Pada Materi Pokok Gerak Lurus Di Kelas X Semester I SMA Negeri 14 Medan T.P 2019/2020

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Game Tournament (TGT)* terhadap hasil belajar siswa pada materi pokok Gerak Lurus di kelas X Semester I SMA Negeri 14 Medan T.P. 2019/2020.

Penelitian ini menggunakan metode *quasi* eksperimen dengan desain penelitian *Two Group Pretest – Posttest design*. Sampel kelas merupakan sampel total yang terdiri dari dua kelas, yaitu kelas eksperimen diterapkan pembelajaran kooperatif tipe *Teams Game Tournament (TGT)* dan kelas kontrol dengan pembelajaran konvensional, masing-masing kelas berjumlah 37 siswa. Instrumen yang digunakan pada penelitian adalah tes dalam bentuk pilihan ganda yang berjumlah 15 soal yang terlebih dahulu divalidkan oleh para ahli validator. Pretes dilakukan sebelum pembelajaran dilaksanakan.

Dari hasil penelitian diperoleh nilai rata-rata pretes kelas eksperimen 35,14 dan kelas kontrol 34,41, kemudian setelah dilakukan perlakuan yang berbeda yaitu model pembelajaran kooperatif tipe *Teams Game Tournament (TGT)* pada kelas eksperimen dan model pembelajaran konvensional pada kelas kontrol maka diperoleh nilai rata-rata postes kelas eksperimen adalah 86,13 dan kelas kontrol 78,19. Dari hasil uji t diperoleh $t_{hitung} 5,06$ sedangkan $t_{tabel} = 1,668$ karena $t_{hitung} > t_{tabel}$ maka dapat disimpulkan ada pengaruh model pembelajaran kooperatif tipe *Teams Game Tournament (TGT)* terhadap hasil belajar fisika siswa pada materi pokok Gerak Lurus di kelas X Semester I SMA Negeri 14 Medan. Dan aktivitas rata-rata siswa dalam dua kali pertemuan, yaitu 73% dan 78%. Dari data yang diperoleh maka ada pengaruh model pembelajaran kooperatif tipe *Teams Game Tournament (TGT)* dalam meningkatkan aktivitas belajar pada materi pokok Gerak Lurus di kelas X Semester I SMA Negeri 14 Medan.

Kata kunci: *Teams Game Tournament (TGT)*, hasil belajar, aktivitas belajar

ABSTRACT

Hasfiah, 4152121051 (2020). *The Influence of the Cooperative Learning Model Type Teams Game Tournament (TGT) on Student Learning Outcomes on the Subject of Straight Motion in Class X Semester I SMA Negeri 14 Medan T.P 2019/2020*

This study aims to determine the effect of the Teams Game Tournament (TGT) cooperative learning model on student learning outcomes on the subject matter of Straight Motion in class X Semester I SMA Negeri 14 Medan T.P 2019/2020.

This study used a quasi-experimental method with the Two Group Pretest - Posttest design research design. The class sample is a total sample consisting of two classes, namely the experimental class applied learning cooperative type Teams Game Tournament (TGT) and control class with conventional learning, each class totaling 37 students. The instrument used in the study was the test in the form of multiple choice totaling 15 questions that are validated first by the validator experts. Pretests are carried out before learning is carried out.

From the results of the study, it was obtained that the pretest average value of the experimental class was 35.14 and the control class was 34.41, then after different treatments were carried out, namely the cooperative learning model type Teams Game Tournament (TGT) in the experimental class and the conventional learning model in the control class, it was obtained The post-test average score of the experimental class was 86.13 and the control class was 78.19. From the t test results obtained t_{count} 5.06 while $t_{table} = 1.668$ because $t_{count} > t_{table}$, it can be concluded that there is an effect of the Teams Game Tournament (TGT) cooperative learning model on student physics learning outcomes on the subject matter of Straight Motion in class X Semester I SMA Negeri 14 Medan. And the students' average activity in two meetings, namely 73% and 78%. From the data obtained, there is an effect of the cooperative learning model type Teams Game Tournament (TGT) in increasing learning activities on the subject matter of Straight Motion in class X Semester I SMA Negeri 14 Medan.

Keywords: *Teams Game Tournament (TGT), learning outcomes, learning activities*