

## CHAPTER V. CONCLUSION AND SUGGESTION

### 5.1 Conclusion

Based on result research and data collection, can be concluded that:

1. Student activity frequency in experiment class have Cooperative Learning Model type Teams Games Tournament after three times meeting concluded to good category. While the students activity in control class have direct Instruction Model after three times meeting is concluded to less category.
2. Students pretest value in experiment class has Cooperative Learning Model type Teams Games Tournament concluded to low category. While in control class has the Direct Instruction model conclude to low category too. While the student post-test value in experiment class has Cooperative Learning Model type Teams Games Tournament it's concluded to good category. While in control class has the Direct Instruction model it's concluded to enough categories.
3. Have the effect of Cooperative Learning Model Type Teams Games Tournament on student's achievement on Temperature and Heat topic in class X SMA N 1 Berastagi Academic Year 2012/2013. It means Cooperative Learning Model Type Teams Games Tournament better than Direct Instruction *Model* to increase of student achievement.

## 5.2 Suggestion

Based on discussion of research result and conclusion above, writer give suggestions as below:

1. For further researcher who wants to observe using *Cooperative Model Type Teams Games Tournament*, observer must make students more active in tournament phase.
2. For further researcher who wants to observe more using *Cooperative Model Type Teams Games Tournament* to do more efficiently may using a media in learning process, so can increased of student achievement.
3. For further researcher who wants to observe more using *Cooperative Model Type Teams Games Tournament* should more make the experiments and observations can be implemented, it would require the creativity of teachers to design and create a simple lab instruments.