PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) DI KELAS X-8 SMA NEGERI 21 MEDAN

Arika Sri Rezeki (4103141009)

ABSTRAK

Penelitian ini dilaksanakan untuk meningkatkan aktivitas dan hasil belajar biologi siswa menggunakan penerapan model pembelajaraan kooperatif tipe *Teams Games Tournament* (TGT) pada materi pokok ekosistem kelas x-8 SMA Negeri 21 Medan tahun pembelajaran 2013/2014. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilakukan melalui tiga siklus penelitian. Penelitian ini dilakukan dengan pengamatan langsung terhadap 30 orang siswa. Hasil penelitian menunjukkan bahwa hasil belajar siswa mengalami peningkatan, rata-rata pretest siswa yang dilaksanakan setelah pemberian materi adalah 41.33 ± 14.07, sedangkan rata-rata pada postes I adalah 56.86 ± 12.73. Persentase ketuntasan belajar pada siklus I adalah 20 %, hal ini belum mencapai kriteria ketuntasan secara klasikal. Pada siklus II diperoleh rata-rata hasil belajar adalah 63.58 ± 10.61. Ketuntasan klasikal masih mencapai 30 %. Pada siklus III diperoleh rata-rata hasil belajar siswa 74.25 ± 7.16. Ketuntasan klasikal adalah 86.67 % dan hal ini telah mencapai ketuntasan klasikal. Aktivitas siswa pada siklus I yaitu 44.75 % kategori cukup aktif dan siklus II meningkat menjadi 54.25 % kategori penilaian aktivitas cukup aktif. Peningkatan aktivitas belajar siswa meningkat sebesar 9.5 %. Pada siklus III aktivitas siswa adalah 71.25 dengan kategori aktif. Peningkatan aktivitas belajar siswa meningkat sebesar 17 %. Penerapan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dalam penelitian ini dapat meningkatkan hasil belajar dan aktivitas siswa.

Kata kunci : model pembelajaran, pembelajaran kooperatif, *Teams Games Tournament* (TGT)

THE Character Building UNIVERSITY

APPLICATION MODEL OF COOPERATIVE LEARNING TYPE *TEAMS GAMES TOURNAMENT* (TGT) IN CLASS X-8 SMA 21 MEDAN

Arika Sri Rezeki (4103141009)

ABSTRACT

The aim of this research was conducted to improve on student activity and biological learning outcomes that used *Teams Games Tournament* (TGT) cooperative learning model at topic Ecosystem in class X-8 Senior High School 21 Medan. This research is Classroom Action Research (CAR), which thought with 3 cycles. This research was conducted by direct investigated of 30 students. The results showed that the learning outcomes of student has increased, the average pretest student performed after administration of the material was 41.33 ± 14.07, while the average in the first posttest was 56.86 ± 12.73. The percentage of mastery learning in the first cycle was 20%, it has not reached mastery criterion in the classical. In the second cycle mean of posttest was 63.58 ± 10.61. Completeness classical still reached 30%. In the third cycle got, mean of posttest 74.25 ± 7.16. Classical completeness was 86.67% and it has reached the classical completeness. The activities of students in the first cycle was 44.75% moderately active category and second cycle increased to 54.25% in assessment active category. Improved student learning activities increased by 9.5%. In the third cycle was 71.25 student activity with the active category. The student learning activities increased by 17%. The implementation of cooperative learning model *Teams Games Tournament* (TGT) in this study can improve student learning outcomes and activities.

Keywords : models of learning, cooperative learning, *Teams Games Tournament* (TGT)