ABSTRAK

Finder Franciscus. NIM 7103141048. Penerapan Model Pembelajaran *Teams Games Tournament* Untuk Meningkatkan Aktivitas dan Hasil Belajar IPS Ekonomi Siswa Kelas VIII SMP Karya Serdang Lubuk Pakam Tahun Pembelajaran 2014/2015. Skripsi. Jurusan Pendidikan Ekonomi. Program Studi Pendidikan Ekonomi. Fakultas Ekonomi. Universitas Negeri Medan. 2015.

Permasalahan dalam penelitian ini adalah rendahnya aktivitas dan hasil belajar IPS Ekonomi siswa. penelitian ini bertujuan untuk mengetahui penerapan model pembelajaran *Teams Games Tournament* yang dapat meningkatkan aktivitas dan hasil belajar IPS Ekonomi kelas VIII SMP Karya Serdang Lubuk Pakam Tahun Ajaran 2014/2015.

Penelitian ini dilaksanakan di SMP Karya Serdang Lubuk Pakam yang beralamat di Jalan Galang Lubuk Pakam. Subjek penelitian ini adalah siswa kelas VIII.A dengan jumlah 40 siswa. Adapun Objek penelitian ini adalah Penerapan model pembelajaran *Teams Games Tournament*. Penelitian ini berbentuk penelitian tindakan kelas yang dilakukan dalam 2 siklus. Teknik pengumpulan data menggunakan tes hasil belajar dan lembar observasi aktivitas belajar. Teknik analisis data terdiri dari data kuantitatif dan data kualitatif.

Dari analisis diperoleh nilai rata- rata pre test sebelum dilakukan tindakan adalah 67,75 dimana 18 siswa (45%) memenuhi KKM. Pada post test siklus I nilai rata- rata 75,75 dimana 29 siswa (72,50%) siswa dinyatakan tuntas dan hasil dari hasil observasi aktivitas belajar siswa siklus I diketahui bahwa 6 orang tergolong sangat aktif, 19 orang tergolong aktif, 10 orang tergolong cukup aktif, dan 5 orang tergolong kurang aktif. Pada post test siklus II nilai rata- rata 85,5 dimana 37 siswa (92,50%) memenuhi KKM. Hasil observasi aktivitas siswa menunjukkan 21 orang tergolong sangat aktif, 15 orang tergolong aktif, dan 4 orang tergolong cukup aktif. Ini berarti pada siklus II telah memenuhi indikator keberhasilan sehingga penelitian dihentikan pada siklus ini. Berdasarkan analisis data diatas dapat disimpulkan bahwa Penerapan Model Pembelajaran *Teams Games Tournament* Dapat Meningkatkan Aktivitas Dan Hasil Belajar IPS Ekonomi Siswa Kelas VIII SMP Karya Serdang Tahun Pembelajaran 2014/2015.

Kata Kunci: Penerapan Model Pembelajaran *Teams Games Tournament*, Aktivitas Belajar, Hasil Belajar

ABSTRACT

Finder Franciscus. NIM 7103141048. Implementation Of *Teams Games Tournament* Model To Increase Activity And Result Learning Economic Social Science Of Students Class Of VIII SMP Karya Serdang Lubuk Pakam Of Study Year 2014/2015. Thesis. Economy Education Departement. Economic Education Study Program. Economics Faculty. State University of Medan. 2015.

Problem of this research is low activity and Learning Outcomes students. this research aim to know that implementation of *Teams Games Tournament* model to increase activity and learning outcomes of economic social science of student class of VIII SMP Karya Serdang Lubuk Pakam of Study Year 2014 / 2015.

This research was conducted in SMP Karya Serdang Lubuk Pakam is located at Jl. Galang Lubuk Pakam. This Subject Research were students in VIII.A with quantity 40 students. The object of this research is the *Teams Games Tournament* Model. This research is Classroom Action Research which consist of two cycles. Tehniques of data collection used the result of test learning and observation sheets. Tecniques of data analysis consisted of quantitatif and qualitative data.

The Conclussion the analysis obtained the pre test average value before action is 67,75.18 students (45%) completed the minimum completeness criteria. In cycle I the average value is 75,75 is 29 students (72,50%) complete the indicator studying completeness. In addition, the result of learning activity observation in cycle I obtained 6 students classified as very active, 19 students classified as active, and 10 students classified as enough active and 5 students classified as quite aktive. This result had not yet reaced the succes indicator so this research continues to the cycle II. In cycle II the average value 85,5 that 37 students (92,50%) completed the indicator studying completeness. While in cycle II, obtained 21 students classified as very active, 15 students classified as active, and 4 students classified as quite active.

Based of the above analysis concluded that the Implementation of *Teams Games Tournament* Model can increased students learning activity and learning result of economic's social science in the class VIII SMP Karya Serdang Lubuk Pakam of study year 2014/2015.

Keywords : Implementation of *Teams Games Tournament* Model, Learning Activity, Learning Result