ABSTRAK

Desi Rentaria Sitompul: Penerapan Model Pembelajaran Kooperatif Tipe Teams Games Tournament (TGT) Untuk Meningkatkan Hasil Belajar Dasar-Dasar Konstruksi dan Teknik Pengukuran Tanah Siswa Kelas X Program Keahlian Bisnis Konstruksi dan Properti di SMK N 1 Percut Sei Tuan. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2020

Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar dan nilai belajar sikap mata pelajaran DDKBTPT pada siswa kelas X Program Keahlian Bisnis Konstruksi Dan Properti Di SMK Negeri 1 Percut Sei Tuan. Penyebab rendahnya hasil belajar siswa kelas X bisnis konstruksi dan properti diantaranya karena guru hanya menyampaikan materi secara verbal tanpa ada hubungan interaktif dari siswa, selanjutnya media belajar yang dipakai juga monoton, dimana media itu tidak mampu memberikan informasi up to date dan langsung dikelola oleh siswa itu sendiri, lalu pembelajaran diisi dengan ceramah, sementara siswa dipaksa menerima dan menghapal sehingga membuat siswa menjadi jenuh untuk belajar. Cara menanggulangi masalah tersebut dengan menggunakan model pembelajaran yang dapat meningkakan hasil belajar. Model pembelajaran yang inovatif adalah model pembelajaran Teams Games Tournament (TGT), terdiri dari 5 Langkah yaitu: 1) Penyajian kelas (Class Presentation), 2) Belajar dalam kelompok (Teamas), 3) Permainan (Game), 4) Turnament atau lomba, 5) Penghargaan kelompok (Team Recognition). Metode penelitian yang digunakan adalah penelitian tindakan kelas (PTK) yang dilaksanakan dalam dua siklus. Subjek penelitian ini adalah siswa kelas X Program Keahlian Bisnis Konstruksi dan Properti Di SMK Negeri 1 Percut Sei Tuan sebanyak 30 orang, Instrumen yang digunakan yaitu tes pilihan berganda dan lembar observasi penilaian sikap. Hasil belajar siswa siklus I rata-rata sebesar 74,33 persentase kelulusan 66,67% meningkat pada siklis II dengan nilai rata-rata 88,93 persentase kelulusan 100%. Dan hasil lembar Observasi penilaian sikap siklus I nilai rata-rata 86,67 , siklus II nilai rata-rata 85,82 dengan persentase kelulusan 100%. Hasil belajar pengetahuan dan hasil belajar sikap pada siklus I dan II masing-masing mengalami peningkatan 13,91% dan 14,6%. Disimpulkan bahwa Penerapan Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* Dapat Meningkatkan Hasil Belajar Dasar-Dasar Konstruksi Bangunan Dan Teknik Pengukuran Tanah Pada Siswa Kelas X Program Keahlian Bisnis Konstruksi Dan Properti Di SMK Negeri 1 Percut Sei Tuan.

Kata Kunci: **Model Pembelajaran Kooperatif Tipe *Teams Games Tournament*, Hasil Belajar Sikap Dan Hasil Belajar Pengetahuan Pada Dasar-Dasar Konstruksi Bangunan dan Teknik Pengukuran Tanah**

ABSTRACT

Desi Rentaria Sitompul: Application of Cooperative Learning Model Type Teams Games Tournament (TGT) to Improve Learning Outcomes of the Basics of Building Construction and Soil Measurement Techniques in Class X Students of the Construction and Property Business Expertise Program at SMK Negeri 1 Percut Sei Tuan. Essay. Faculty Of Engineering,Medan State University. 2020

This study aims to determine the increase in learning outcomes and learning attitudes about the basics of Building Construction and Soil Measurement Techniques in Class X students of the Construction and Property Business Expertise Program at SMK Negeri 1 Percut Sei Tuan. One of the causes of the low learning outcomes of Class X students in the construction and property business is that teachers only deliver material verbally without any interactive relationship from students, then the learning media used are also monotonous, where the media is not able to provide up to date information and is directly managed by the students themselves, then learning is filled with lectures, while students are forced to accept and memorize so that makes students become bored with learning. One way to overcome these problems by using learning models that can increase learning outcomes. One of the innovative learning models is the Teams Games Tournament (TGT) learning model consists of 5 Steps, namely: 1) Class Presentation, 2) Learning in groups (Teamas), 3) Games, 4) Tournaments, 5) Group Recognition. The research method used was classroom action research (CAR), which was carried out in two cycles. Property Business Expertise Program at SMK Negeri 1 Percut Sei Tuan. The instruments used were multiple choice tests and attitude assessment observation sheets. Student learning outcomes in the first cycle an average of 74.33 percentage of graduation 66.67% increased in cyclical II with an average value of 88.93 percentage of 100% graduation. And the results of Observation sheet assessment of the attitude of the first cycle the average value of 86.67, the second cycle of the average value of 85.82 with a percentage of 100% graduation. Knowledge learning outcomes and attitudes learning outcomes in cycles I and II respectively increased by 13.91% and 14.6%. It was concluded that the Implementation of the Teams Games Tournament Cooperative Learning Model Can Improve Learning Outcomes Basics of Building Construction and Soil Measurement Techniques in Class X Students of the Construction and Property Business Expertise Program at SMK Negeri 1 Percut Sei Tuan.

Keywords: Cooperative Learning Model Type Teams Games Tournament, Learning Outcomes of Attitude and Learning Outcomes of Knowledge on the Basics of Building Construction and Soil Measurement Techniques