ABSTRAK

Valery Mahda Zikri.S. 4183121057. Pengaruh Model Pembelajaran Kooperatif Tipe *Team Games Tournament* Terhadap Hasil Belajar Siswa Pada Materi Gerak Lurus

Penelitian ini bertujuan untuk mengetahui hasil belajar siswa yang diajarkan dengan model pembelajaran kooperatif tipe *Team Games Tournament* dan konvensional, mengetahui aktivitas belajar siswa menggunakan model pembelajaran kooperatif tipe *Team Games Tournament* serta mengetahui pengaruh model pembelajaran kooperatif tipe *Team Games Tournament* terhadap hasil belajar siswa. Jenis penelitian yang dilakukan adalah *quasi eksperiment*. Populasi penelitian adalah seluruh siswa kelas X MIA Semester I yang terdiri dari 2 kelas. Sampel dipilih dengan teknik *purposive sampling*. Kelas X MIA A sebagai kelas kontrol dengan menggunakan pembelajaran konvensional dan kelas X MIA B eksperimen dengan menggunakan model pembelajaran kooperatif tipe *Team Games Tournament*. Instrumen yang digunakan untuk mengetahui hasil belajar siswa adalah soal-soal tes hasil belajar berjumlah 10 soal dalam bentuk pilihan berganda.

Hasil data untuk kelas eksperimen yang diajarkan menggunakan model pembelajaran kooperatif tipe *Team Games Tournament* dan kelas kontrol menggunakan pembelajaran konvensional masing-masing diperoleh nilai rata-rata *pre-test* yaitu 34,66 dan 36. Rata-rata *pos-test* kelas eksperimen dan kelas kontrol masing-masing diperoleh 80,33 dan 55,66. Kedua kelas berdistribusi normal dan memiliki variasi yang homogen. Hasil uji t_{hitung} adalah 6,632 sedangkan t_{tabel} adalah 2,002 pada taraf nyata 0,05 artinya H_a diterima dan H_0 ditolak dimana $t_{hitung} > t_{tabel}$ (6,632 > 2,002). Nilai rata-rata aktivitas belajar siswa selama pembelajaran berlangsung sebesar 76,66 tergolong aktif dan mengalami peningkatan setiap pertemuan. Sehingga diperoleh kesimpulan adanya pengaruh model pembelajaran kooperatif tipe *Team Games Tournament* terhadap hasil belajar siswa pada materi gerak lurus.

Kata kunci: *Team Games Tournament (TGT)*, Hasil Belajar, Aktivitas Belajar, Gerak Lurus

ABSTRACT

Valery Mahda Zikri. S. 4183121057. The Effect of Team Games Tournament Type Cooperative Learning Model on Student Learning Outcomes in Straight Motion

This study aims to determine the learning outcomes of students who are taught with the Team Games Tournament and conventional cooperative learning models, to determine student learning activities using the Team Games Tournament cooperative learning model and to determine the effect of the Team Games Tournament cooperative learning model on student learning outcomes. This type of research is quasi-experimental. The research population was all students of class X MIA Semester I which consisted of 2 classes. The sample was selected by purposive sampling technique. Class X MIA A as the control class uses conventional learning and class X MIA B is an experiment using the Team Games Tournament cooperative learning model. The instruments used to determine student learning outcomes are 10 questions in the form of multiple choice tests.

The results of the data for the experimental class taught using the Team Games Tournament type cooperative learning model and the control class using conventional learning each obtained an average pretest score of 34.66 and 36. The average posttest experimental class and control class were each obtained 80.33 and 55.66. Both classes are normally distributed and have homogeneous variations. The t_{count} test result is 6.632 while t_{table} is 2.002 at a significance level of 0.05 meaning that H_a is accepted and H_0 is rejected where $t_{count} > t_{table}$ (6.632 > 2.002). The average value of student learning activities during learning took place at 76.66 which was classified as active and experienced an increase in each meeting. So that it can be concluded that there is an influence of the Team Games Tournament cooperative learning model on student learning outcomes in straight motion material.

Keywords: Team Games Tournament (TGT), Learning Outcomes, Learning Activities, Straight Motion