**PERBEDAAN HASIL BELAJAR SISWA MENGGUNAKAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES***

***TOURNAMENT* (TGT) DENGAN TIPE *JIGSAW***

**PADAMATERI EKOSISTEM DI KELAS X**

**SMA SWASTAPARULIAN 1 MEDAN**

**TAHUN PEMBELAJARAN 2015/2016**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui perbedaan hasil belajar Biologi siswa menggunakan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dengan tipe *Jigsaw* pada materi Ekosistem di kelas X SMA Swasta Parulian 1 Medan Tahun Pembelajaran 2015/2016. Jenis penelitian ini adalah penelitian eksperimen. Populasi pada penelitian ini adalah seluruh siswa kelas X SMA Swasta Parulian 1 Medan yang terdiri dari 2 kelas dengan jumlah siswa 94 orang. Teknik pengambilan sampel dilakukan degan teknik *Sampling Total,* sebanyak 2 kelas. X1 berjumlah 46 orang diajarkan dengan menggunakan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dan kelas X2 berjumlah 48 orang diajarkan dengan menggunakan model pembelajaran kooperatif tipe *Jigsaw.* Teknik pengumpulan data dalam penelitian ini berupa instrumen tes yang terdiri dari 30 soal berbentuk pilihan berganda, yang diberikan sebelum dan sesudah proses pembelajaran. Hasil penelitin menunjukkan bahwa rata-rata nilai postes untuk kelas TGT adalah 72,61 sedangkan rata-rata nilai postes untuk kelas Jigsaw adalah 78,89 Setelah dilakukan pengujian hipotesis diperoleh thitung = - 2,6118 dengan harga ttabel pada dk = (n1 + n2) – 2 = 92 dan taraf signifikan α = 0,05 adalah 1,9771. Diperoleh thitung = - 2,6118 tidak berada diantara - 1,9771 dan 1,9771 Maka Ho ditolak dan Ha diterima. Dengan demikian, dapat disimpulkan bahwa ada perbedaan rata-rata hasil belajar Biologi siswa pada model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dengan tipe *Jigsaw* pada materi Ekosistem di kelas X SMA Swasta Parulian 1 Medan Tahun Pembelajaran 2015/2016.

Kata Kunci: Hasil Belajar, Model TGT, Jigsaw

**THE DIFFERENCES OF STUDENTS SCORE LEARNING TO USING BY MODEL COOPERATIVE LEARNING MODEL TYPE TEAM**

**GAMES TOURNAMENT (TGT) WITH THE TYPE OF**

 **JIGSAW ON MATERIAL ECOSYSTEM AT THE X**

**GRADE IN SMA SWASTA PARULIAN 1 MEDAN**

**FOR ACADEMIC 2015/2016**

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**ABSTRACT**

The puppose of this research is to know the comparisan of student score learning biology by using cooperative learning model with Teams Games Tournament (TGT) type and Jigsaw type in ecosystem main material in grade X SMA Swasta Parulian 1 Medan at academic year 2015/2016. This research is design as an experimental research. The population of this research were all students in grade X SMA Swasta Parulian 1 Medan which consist of 2 classes and consist of 94 students. The sampel was taken by using total sampel tehnique, which were 2 classes. Class X1 with 46 students which was taught by using cooperative learning model with Teams Games Tournament (TGT) type. While class X2, a model with iso with 48 students was taught by using cooperative learning model with Jigsaw type. The instrument for collecting data in this research was test intrument with consist of 30 question in multiple choice test, that were given before and after learning process. The result of this research showed the average of post test score in TGT class was 72,61 while the average of post test in Jigsaw class was 78,89. After testing hypothesis was done, get tcount = -2,6118 with ttabel value in dk = (n1 + n2) – 2 = 92 and α = 0,05 was 1,9771. Because of tcount = -2,6118 was not between - 1,9771 and 1,9771, so Ho is rejected or Ha is accept. So it can be concluded that there was the difference between learning result average in students Biology by using cooperative learning model with Teams Games Tournament (TGT) type and Jigsaw type in ecosystem main material in grade X SMA Swasta Parulian 1 Medan at academic year 2015/2016.

**Key word :**  *Learning Outcomes, Model TGT, Jigsaw*