

**PENERAPAN MODEL PEMBELAJARAN
COOPERATIVE LEARNING TIPE *TEAMS GAMES TOURNAMENT*
UNTUK MENINGKATKAN HASIL BELAJAR SISWA
PADA MATA PELAJARAN EKONOMI
KELAS X IPS 1 SMA NEGERI 2 BANJAR**

oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar siswa pada mata pelajaran ekonomi dengan penerapan model pembelajaran *Cooperative Learning* tipe *Teams Games Tournament* (TGT). Jenis Penelitian yang digunakan adalah Penelitian Tindakan Kelas (*Classroom Action Research*). Subjek penelitian ini sebanyak 31 orang siswa kelas X IPS 1 SMA Negeri 2 Banjar dan objek penelitian ini yaitu hasil belajar siswa dengan mengimplementasikan pemodelan aktivitas belajar *Cooperative Learning* tipe *Teams Games Tournament* (TGT). Teknik pengumpulan data menggunakan tes serta dokumentasi. Instrumen penelitian yang dipergunakan yakni tes dan dokumentasi. Teknik analisis yang dipergunakan ialah teknik analisis data deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa terdapat peningkatan hasil belajar siswa pada mata pelajaran ekonomi. Data tersebut diperoleh dari tes hasil belajar peserta didik pada akhir siklus I dan siklus II. Pada siklus I diperoleh nilai rata-rata hasil belajar peserta didik sebesar 52,5 dengan tingkat persentase ketuntasan hasil belajar sebesar 48,39% dan pada siklus II didapat nilai rerata hasil belajar peserta didik senilai 72,9 dengan tingkat persentase ketuntasan hasil belajar senilai 77,41%. Berlandaskan pada hasil kajian bisa ditarik simpulan bahwasanya pemodelan aktivitas belajar *Cooperative Learning* tipe *Teams Games Tournament* (TGT) mampu menumbuhkan hasil belajar ekonomi siswa kelas X IPS 1 SMA Negeri 2 Banjar.

Kata Kunci: Hasil Belajar Ekonomi; Model Pembelajaran *Cooperative Learning* tipe *Teams Games Tournament* (TGT)

**THE APPLICATION OF COOPERATIVE LEARNING MODEL OF TEAMS
GAMES TOURNAMENT TYPE TO IMPROVE STUDENT LEARNING
OUTCOMES IN ECONOMICS CLASS X IPS 1 SMA NEGERI 2 BANJAR**

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ABSTRACT

This study aims to determine the improvement of student learning outcomes in economic subjects with the application of the Teams Games Tournament (TGT) type Cooperative Learning model. The type of research used is Classroom Action Research. The subjects of this study were 31 students of class X IPS 1 SMA Negeri 2 Banjar and the object of this research was the learning outcomes of students by implementing the modeling of learning activities Cooperative Learning type Teams Games Tournament (TGT). Data collection techniques using tests and documentation. The research instruments used were tests and documentation. The analysis technique used was quantitative descriptive data analysis technique. The results showed that there was an increase in student learning outcomes in economic subjects. The data was obtained from the student learning outcomes test at the end of cycle I and cycle II. In cycle I, the average value of student learning outcomes was 52.5 with a percentage level of completeness of learning outcomes of 48.39% and in cycle II, the average value of student learning outcomes was 72.9 with a percentage level of completeness of learning outcomes worth 77.41%. Based on the results of the study, it can be concluded that modeling Cooperative Learning activities type Teams Games Tournament (TGT) is able to foster the economic learning outcomes of students in class X IPS 1 SMA Negeri 2 Banjar.

Keywords: *Economic Learning Outcomes; Cooperative Learning Model type Teams Games Tournament (TGT)*