

**PENGAPLIKASIAN MODEL PEMBELAJARAN TEAMS GAMES TOURNAMENTS  
DALAM MENINGKATKAN MOTIVASI DAN HASIL BELAJAR IPS SISWA KELAS  
VII DI SMPN 2 GEROKGAK**

**Oleh**

**Ni Made Ayu Diah Darmiati, NIM 1514031012**

**Program Studi Pendidikan Geografi**

**ABSTRAK**

Penelitian ini bertujuan Untuk: (1)Mendeskripsikan Model Pembelajaran TGT yang diimplentasikan guru dalam pembelajaran IPS, (2) Menganalisis perbedaan motivasi belajar siswa dikelas VII SMPN 2 Gerokgak antara kelas yang diberi perlakuan (dengan model pembelajaran TGT) dan yang tidak, dan (3)Menganalisis perbedaan hasil belajar dikelas VII SMPN 2 Gerokgak antara kelas yang diberi dan tidak diberikan perlakuan (dengan model pembelajaran TGT).. Berkenaan dengan itu penelitian dirancang sebagai penelitian eksperimen dengan Non Equivalent Post-Tes Only Control Grup Design.Pengambilan sampel dilakukan dengan purposive random sampling.Pengumpulan data menggunakan metode pencatatan dokumen, observasi, angket, dan tes. Hasil penelitian menunjukkan bahwa: (1)Pengaplikasian model pembelajaran TGT dalam pembelajaran IPS berkualifikasi baik (skor 70- 80), (2) Terdapat perbedaan secara signifikan antara motivasi belajar siswa pada kelas eksperimen dan kelas control (thitung  $7.46 > t$ tabel  $1.99$  dengan dk = 78 dan taraf signifikan 0.05), dan (3) Terdapat perbedaan secara signifikan antara hasil belajar siswa pada kelas eksperimen dan kelas control (thitung  $3.51 > t$ tabel  $1.99$  dengan dk = 78 dan taraf signifikan 0.05). dan nilai rata-rata hasil belajar siswa pada kelas eksperimen lebih tinggi dibandingkan pada kelas kontrol.Berpijak hasil penelitian tersebut dapat disimpulkan bahwa terdapat peningkatan motivasi dan hasil belajar siswa dengan menggunakan model pembelajaran TGT. Penelitian ini dilakukan pada masa pandemic, melihat nilai motivasi dan hasil belajar siswa model pembelajaran TGT bisa dilakukan dengan pembelajaran secara online menggunakan google classroom sebagai media pembelajaran.

**Kata kunci:** Model pembelajaran TGT, Motivasi belajar, Hasil belajar.

**THE APPLICATION OF THE TEAMS GAMES TOURNAMENTS LEARNING MODEL  
IN INCREASING THE MOTIVATION AND LEARNING OUTCOMES OF IPS  
STUDENTS CLASS VII AT SMPN 2 GEROKGAK**

**By**

**Ni Made Ayu Darmiati, NIM 1514031012**

**Program Studi Pendidikan Geografi**

**ABSTRACT**

This study aims to: (1) describe the TGT learning model implemented by the teacher in social studies learning, (2) analyze the differences in student motivation in class VII SMPN 2 Gerokgak between the classes that were treated (with the TGT learning model) and those who were not, and (3 ) Analyzing the differences in learning outcomes in class VII SMPN 2 Gerokgak between classes that were given and not given treatment (with the TGT learning model). In this regard, the study was designed as an experimental research with Non Equivalent Post-Test Only Control Group Design. The sample was taken by purposive random sampling. The data were collected using the methods of document recording, observation, questionnaires, and tests. The results showed that: (1) The application of the TGT learning model in social studies learning had good qualifications (score 70-80), (2) There was a significant difference between students' learning motivation in the experimental class and the control class ( $t_{count} 7.46 > t_{table} 1.99$  with  $dk = 78$  and a significant level of 0.05), and (3) There is a significant difference between student learning outcomes in the experimental class and the control class ( $t_{count} 3.51 > t_{table} 1.99$  with  $dk = 78$  and significant level 0.05). and the average value of student learning outcomes in the experimental class is higher than in the control class. Based on the results of this study, it can be said that there is an increase in student motivation and learning outcomes by using the TGT learning model. This research was conducted during the pandemic, seeing the value of motivation and student learning outcomes of the TGT learning model can be done by learning online using google classroom as a learning medium.

**Keywosrds:** **TGT learning model, learning motivation, learning outcomes.**