

UPAYA PENINGKATAN MOTIVASI DAN HASIL BELAJAR KOGNITIF IPA SISWA KELAS VIII E SMP NEGERI 2 TEMPEL MELALUI PEMBELAJARAN *COOPERATIVE LEARNING* TIPE TGT (*TEAMS GAMES TOURNAMENTS*) DENGAN MEDIA PUZZLE

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ABSTRAK

Penelitian ini dilakukan untuk (1) mendeskripsikan penerapan model pembelajaran *Cooperative Learning* tipe TGT (*Teams Games Tournaments*) dengan media puzzle pada pembelajaran IPA di kelas VIII E, (2) mendeskripsikan peningkatan motivasi belajar siswa kelas VIII E SMP 2 Tempel Sleman dengan penggunaan model pembelajaran *Cooperative Learning* tipe TGT (*Teams Games Tournaments*) dengan media puzzle, dan (3) mendeskripsikan peningkatan hasil belajar kognitif siswa kelas VIII E SMP 2 Tempel Sleman dengan penerapan model pembelajaran *Cooperative Learning* tipe TGT (*Teams Games Tournaments*) dengan media puzzle.

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK), subjek penelitian kelas VIII E SMP Negeri 2 Tempel dengan jumlah 32 siswa. Penelitian dilakukan sebanyak dua siklus dengan setiap siklus terdiri dari perencanaan, tindakan dan observasi serta refleksi. Instrumen yang digunakan berupa lembar observasi keterlaksanaan pembelajaran, tes hasil belajar dan angket motivasi siswa. Indikator keberhasilan yang dicapai jika persentase motivasi belajar siswa mencapai minimal 50% dari keseluruhan siswa kelas VIII E SMP Negeri 2 Tempel, dan apabila 50% dari keseluruhan siswa telah mencapai kriteria ketuntasan minimal (KKM) yaitu 75 dan nilai gain skor dengan kategori sedang.

Hasil penelitian menunjukkan bahwa pembelajaran dengan model *cooperative learning* tipe TGT (*Teams Games Tournament*) dengan media permainan puzzle dapat meningkatkan motivasi dan hasil belajar siswa. (1) terdapat lima sintak dalam pembelajaran TGT yaitu presentasi kelas, pembentukan tim TGT, *games* puzzle, turnamen puzzle dan penghargaan kelompok. Kesesuaian keterlaksanaan pembelajaran dengan Rencana Keterlaksanaan Pembelajaran (RPP) pada siklus I sebesar 81,32% dan pada siklus II sebesar 92,6%; (2) peningkatan persentase motivasi belajar siswa pada siklus I sebesar 52,08% dan siklus II sebesar 54,68% dan (3) peningkatan ketuntasan hasil belajar kognitif pada siklus I sebesar 50% (16 siswa) dengan nilai gain skor 0,3 dalam kategori sedang dan pada siklus II sebesar 75% (24 siswa) dengan nilai gain skor 0,5 dengan kategori sedang.

Kata Kunci: Model Pembelajaran *Cooperative Learning* tipe TGT (*Teams Games Tournament*), Media Puzzle, Motivasi Belajar, Hasil Belajar Kognitif.

THE MOTIVATION IMPROVEMENT EFFORTS AND THE RESULT OF COGNITIVE SCIENCE LEARNING FOR STUDENTS IN THE GRADE VIII E 2 TEMPEL JUNIOR HIGH SCHOOL THROUGH STUDY OF COOPERATIVE LEARNING TYPES TGT (TEAMS GAMES TOURNAMENT) USING MEDIA PUZZLE

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ABSTRACT

This study was conducted (1) to describe the application of learning models Cooperative Learning type TGT (Teams Games Tournaments) by using media puzzle on the science teaching in the class VIII E, (2) to describe an increase in motivation of students of the grade VIII E of 2 Tempel Sleman Junior High School using of the learning model of Cooperative Learning type TGT (Teams Games Tournaments) that is media puzzle, and (3) to describe an improving cognitive outcomes of the students in the grade VIII E 2 Tempel Sleman Junior High School by using learning model application types TGT Cooperative learning (Teams Games Tournaments) with media puzzle.

This research is a Classroom Action Research (CAR), the research subjects in grade VIII E 2 Tempel Sleman Junior High School amount 32 students. The study was conducted as many as two cycles with each cycle consisting of planning, action and observation and reflection. The instruments used in the form of learning observation sheets has been implemented, achievement test and student motivation questionnaire. Indicators of the success achieved if the percentage of the students motivation to reach a minimum of 50% of the overall student on the grade of VIII E 2 Tempel Sleman Junior High School, and if 50% of the overall student has achieved the minimum completeness criteria is 75 and the value of the gain scores in the medium category.

The results was showed that learning by using cooperative learning model of the type of TGT (Teams Games Tournament) that is media puzzle game can be improving the motivation and learning outcomes of the students. (1) there are five syntax in learning TGT such as class presentation, the formation of the TGT team, games puzzle, tournaments puzzle and group awards; to increase of conformity learning it can use Lesson Plan (RPP) on the first silklus amounted to 81.32% and 92.6% in the second cycle; (2) the percentage has increased a motivation to learn 52.08% in the first cycle and 54.68% for the second cycle; and (3) percentage has increased a cognitive learning outcomes of students 50% (16 students) in the first cycle with the value of the gain score of 0,3 in the medium category and 75% (24 students) for second cycle with the value of the gain score of 0,5 in the medium category.

Keywords: *Learning Model Cooperative Learning type TGT (Teams Games Tournament), Media Puzzle, Motivation, Cognitive Learning Outcomes.*