

## ABSTRAK

Farida Zuniar. **PENERAPAN MODEL PEMBELAJARAN *TEAM GAMES TOURNAMENT (TGT)* DALAM PENINGKATAN PEMBELAJARAN IPS TENTANG JUAL BELI PADA SISWA KELAS III SD NEGERI 1 KALIKUDU TAHUN AJARAN 2018/2019**. Skripsi, Fakultas Keguruan dan Ilmu Pendidikan Universitas Sebelas Maret Surakarta, Februari 2019.

Tujuan penelitian ini adalah: (1) mendeskripsikan langkah-langkah penerapan model pembelajaran *Team Games Tournament (TGT)*, (2) meningkatkan pembelajaran IPS tentang jual beli melalui penerapan model pembelajaran *Team Games Tournament (TGT)*, dan (3) menganalisis kendala dan solusi penerapan model pembelajaran *Team Games Tournament (TGT)* dalam peningkatan pembelajaran IPS siswa kelas III SD Negeri 1 Kalikudu.

Penelitian ini merupakan penelitian tindakan kelas (PTK) kolaboratif yang dilaksanakan dalam tiga siklus. Setiap siklus terdiri dari perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian ini adalah siswa kelas III SD Negeri 1 Kalikudu tahun ajaran 2018/2019 yang berjumlah 27 siswa. Data yang digunakan berupa data kualitatif yaitu penerapan model pembelajaran *Team Games Tournament (TGT)* dan data kuantitatif yaitu tes hasil belajar dalam mata pelajaran IPS. Teknik pengumpulan data menggunakan observasi, wawancara, dan tes. Validitas data menggunakan triangulasi teknik dan sumber. Analisis data kuantitatif dan kualitatif meliputi reduksi data, penyajian data, dan kesimpulan.

Hasil penelitian menunjukkan bahwa: (1) penerapan model pembelajaran *Team Games Tournament (TGT)* untuk meningkatkan pembelajaran IPS tentang jual beli dilaksanakan dengan langkah-langkah yaitu: (a) presentasi kelas, (b) belajar tim, (c) *games*/turnamen, dan (d) rekognisi tim; (2) penerapan model pembelajaran *Team Games Tournament (TGT)* dapat meningkatkan pembelajaran IPS tentang jual beli pada siswa kelas III SD Negeri 1 Kalikudu Tahun Ajaran 2018/2019, hal ini dapat dilihat dari rata-rata presentase hasil observasi guru pada siklus I adalah 72,92%, siklus II 81,67%, dan siklus III 92,09%. Persentase rata-rata hasil observasi siswa pada siklus I adalah 68,13%, siklus II 80,00%, dan siklus III 90,42%. Selain itu, persentase siswa yang tuntas pada siklus I sebesar 70,34% , siklus sebesar II 79,63%, dan siklus III sebesar 88,89%; (3) kendala dalam penelitian ini yaitu: (a) beberapa siswa masih belum berani untuk menanyakan materi yang belum mereka pahami kepada guru, dan (b) beberapa tim gaduh karena tidak berhasil memenangkan turnamen; adapun solusi dari kendala di atas adalah: (a) guru merangsang siswa untuk bertanya dengan cara memberikan pertanyaan-pertanyaan yang berkaitan dengan materi, dan (b) guru memotivasi tim yang belum berhasil agar pada kesempatan berikutnya tim yang belum berhasil dapat memenangkan turnamen.

Kesimpulan penelitian ini adalah penerapan model pembelajaran *Team Games Tournament (TGT)* dapat meningkatkan pembelajaran IPS tentang jual beli pada siswa kelas III SD Negeri 1 Kalikudu tahun ajaran 2018/2019.

**Kata Kunci:** *Team Games Tournament (TGT)*, jual beli

## **ABSTRACT**

*Farida Zuniar. THE APPLICATION OF TEAM GAMES TOURNAMENT (TGT) LEARNING MODEL IN IMPROVING SOCIAL STUDIES LEARNING ABOUT BUYING AND SELLING IN GRADE III STUDENTS OF SD NEGERI 1 KALIKUDU IN ACADEMIC YEAR 2018/2019. Thesis. Teacher Training and Education Faculty, Universitas Sebelas Maret, Surakarta, January 2019.*

*The objectives of this study were: (1) to describe the steps to implement the Team Games Tournament (TGT) learning model, (2) improve social studies learning about buying and selling through the application of the Team Games Tournament (TGT) learning model, and (3) analyze constraints and solutions of the application of the Team Games Tournament (TGT) learning model in improving social studies learning about buying and selling.*

*This research is a collaborative classroom action research (CAR) carried out in three cycles. Each cycle consists of planning, implementation, observation, and reflection. The subjects of this study were third grade students of SD Negeri 1 Kalikudu in Academic Year 2018/2019, totalling 27 students. Data used were in the form of qualitative data, namely the application of the Team Games Tournament (TGT) learning model and quantitative data, namely the test of learning outcomes in social studies subjects. Data collection techniques used observation, interviews, and tests. Data validity used technique triangulation and sources. Analysis of quantitative and qualitative data included data reduction, data presentation, and conclusion.*

*The results of the study showed that: (1) the application of the Team Games Tournament (TGT) learning model to improve social studies learning about buying and selling was carried out by the following steps: (a) class presentations, (b) team learning, (c) games/tournaments, and (d) team recognition; (2) the application of the Team Games Tournament (TGT) learning model could improve social studies learning about buying and selling in third grade students of SD Negeri 1 Kalikudu in Academic Year 2018/2019 as evidenced by the average percentage of teacher observation of 72.92% in the first cycle, 81.67% in cycle II, and 92.09% in cycle III. The average percentage of student observations in the first cycle was 68.13%, the second cycle was 80.00%, and the third cycle was 90.42%. Student learning outcomes that were completed in the first cycle were 70.34%, 79.63% in the second cycle, and 88.89% in the third cycle; (3) the obstacles in this study were: (a) some students still have not dared to ask the material that they have not understood to the teacher, and (b) some teams were noisy because they have not succeeded in winning the tournament, as for the solutions provided by researchers are: (a) the teacher stimulates students to ask questions by giving questions to students related to learning material, and (b) teacher motivates teams that has not succeeded so that on the next occasion teams that has not succeeded can win the tournament.*

*It could be concluded that the application of the Team Games Tournament (TGT) learning model could improve social studies learning about buying and selling in third grade students of SD Negeri 1 Kalikudu in Academic Year 2018/2019.*

***Keywords:*** *Team Games Tournament (TGT), social studies, buying and selling*