

**MENINGKATKAN HASIL BELAJAR IPS MELALUI MODEL  
COOPERATIVE LEARNING TIPE TEAM GAMES TOURNAMENT (TGT)  
PADA SISWA KELAS V SDN KEAGUNGAN 01 PAGI JAKARTA BARAT  
(2016)**

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**ABSTRAK**

Penelitian tindakan kelas ini bertujuan untuk meningkatkan hasil belajar IPS tentang keragaman suku bangsa dan budaya di Indonesia melalui model *Cooperative Learning Tipe Team Games Tournament* (TGT) di kelas V SDN Keagungan 01 Pagi Jakarta Barat yang berjumlah 40 siswa. Penelitian tindakan kelas ini dilakukan dengan menggunakan model Kemmis dan Mc Taggart. Adapun prosedur penelitiannya meliputi: perencanaan, pelaksanaan, pengamatan dan refleksi. Hasil penelitian ini menunjukkan data pada siklus I, hasil belajar yang diperoleh sebesar 57,5% atau hanya 23 siswa yang memperoleh nilai  $\geq 70$  (KKM). Pada siklus II, hasil belajar meningkat menjadi 85% atau sebanyak 34 siswa memperoleh nilai  $\geq 70$  (KKM).

Adapun penggunaan model *Cooperative Learning Tipe Team Games Tournament* (TGT) pada siklus I, pemantau tindakan guru dan siswa mencapai 73% dan pada siklus II mencapai 93%. Berdasarkan hasil penelitian tersebut dapat disimpulkan bahwa dengan menggunakan model *Cooperative Learning Tipe Team Games Tournament* (TGT) dapat meningkatkan hasil belajar IPS siswa kelas V SDN Keagungan 01 Pagi Jakarta Barat.

Kata kunci: Hasil Belajar IPS, model *Cooperative Learning Tipe Team Games Tournament* (TGT)

**IMPROVE OUTCOMES IPS THROUGH MODEL COOPERATIVE  
LEARNING TYPE TEAM GAMES TOURNAMENT (TGT) IN FIFTH CLASS  
OF SDN KEAGUNGAN 01 PAGI JAKARTA BARAT**

**(2016)**

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**ABSTRACT**

*Classroom action research aims to improve IPS learning outcomes of students of ethnic and cultural diversity in Indonesia through model Cooperative Learning Type Team Games Tournament (TGT) totaling 40 students. Classroom action research was conducted using the model of Kemmis and Mc Taggart. The research procedures include: planning, implementation, observation, and reflection. The result of this study show the data in the first cycle, the results obtained by studying the 57,5% or only 23 students who received grades  $\geq 70$ . In the second cycle, learning outcomes increased to 85% or as many as 34 students received grades  $\geq 70$  (KKM).*

*The model Cooperative Learning Type Team Games Tournament (TGT) use in the first cycle, monitoring the action of teachers and students reached 73% and the second cycle reached 93%. Based on these results in can be concluded that by using model Cooperative Learning Type Team Games Tournament (TGT) to improve IPS learning outcomes fifth grade students at SDN Keagungan 01 Pagi Jakarta Barat.*

*Keywords: learning outcomes IPS, model Cooperative Learning Type Team Games Tournament (TGT)*