

**UPAYA MENINGKATKAN HASIL BELAJAR SISWA KELAS XI PADA MATA  
PELAJARAN SOSIOLOGI MELALUI MODEL PEMBELAJARAN KOOPERATIF  
TIPE *TEAMS GAMES TOURNAMENT* (TGT) DI SMA NEGERI 2 TANGERANG**

**(2017)**

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**ABSTRAK**

Tujuan dari penelitian ini adalah untuk meningkatkan hasil belajar Sosiologi melalui model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT). Penelitian ini dilaksanakan di SMA Negeri 2 Tangerang dengan subjek penelitian kelas XI IIS 1 yang berjumlah 40 siswa pada semester 1, tahun ajaran 2016-2017. Penelitian yang digunakan adalah Penelitian Tindakan Kelas yang dikembangkan oleh Kemmis Teggart, dimana tindakan ini dilakukan dalam 2 siklus dengan materi pokok permasalahan sosial di masyarakat. Dalam setiap siklus PTK ini terdiri atas perencanaan, pelaksanaan, pengamatan, dan juga refleksi. Teknik pengumpulan data berupa observasi, tes, lembar pengamatan, dan catatan lapangan. Hasil penelitian menunjukkan bahwa tindakan melalui model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) ini mengalami peningkatan di setiap siklus. Pada siklus pertama hasil belajar siswa ialah 71,2 dan meningkat kembali pada siklus kedua menjadi 83,2. Berdasarkan temuan yang penggunaan model pembelajaran tipe *teams Games Tournament* (TGT) pada mata pelajaran Sosiologi dapat meningkatkan hasil belajar siswa kelas XI di SMA Negeri 2 Tangerang.

Kata Kunci: Hasil belajar, Sosiologi, Model Pembelajaran Kooperatif, *Teams Games Tournament*.

**THE EFFORTS TO IMPROVE LEARNING OUTCOMES OF XI GRADE STUDENTS  
IN SOCIOLOGY SUBJECTS THROUGH COOPERATIVE LEARNING MODEL  
WITH TYPE OF TEAMS GAMES TOURNAMENT (TGT) IN SMA NEGERI 2  
TANGERANG**

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**ABSTRACT**

*The purpose of this research is to improve the learning outcomes of Sociology through cooperative learning of Teams Games Tournament (TGT). This research was conducted at SMA Negeri 2 Tangerang which subject is 11 grade of Social Class 1 (XI IPS 1) totaling 40 students in the first term of academic year 2016-2017. Research that used is Class-Act Reserach (Penelitian Tindakan Kelas) which developed by Kemmis Teggard, where the act is taking 2 cycles with the subject matter of social problems in our society. In every cycle of this PTK contains of planning, implemantation, observation, and reflection as well. Data collection method that used are observation, test, and field notes. The result of this research shows that the act through cooperative learning model with type Teams Games Tournament (TGT) is having an improvement on each cycle. For the first cycle the students' learning outcomes is 71.2 and increase on the second cycle to 83.2. Based on the findings and usage of learning model with type of Teams Games Tournament (TGT) in Sociology subject, it could improve the learning outcomes of 11 grade students in SMA Negeri 2 Tangerang.*

*Key word: Learning outcomes, Cooperative Learning Model, Teams Games Tournament*