

ABSTRACT

Rostiana , Implementation Method Teams Games Tournament (TGT) In Improving Learning Motivation PAI At SMAN 107 Jakarta (Case Study In SMAN 107 Jakarta). Thesis, Department of Islamic Studies, Faculty of Social Sciences, State University of Jakarta, in 2016 .

At which time the students are learning there are still chatting with friends bench, asleep, not paying attention to what was described by teachers as well as the use had set by the time the teacher explains the lesson, the lack of need for students to ask and answer questions. This factor is what makes students' motivation is low. Therefore, researchers try to make the learning process by using Teams Games Tournament to increase students' motivation .

The purpose of this study is to see to know how the application of the method Teams Games Tournament (TGT), as well as to determine whether the application of the method Teams Games Tournament can increase students' motivation .

The method used in this research is the Classroom Action Research (CAR), which consists of two cycles within cycles and there are four phases namely planning, action, observation, and reflection. This study used a qualitative descriptive study. Retrieval of data using observation and questionnaires.

By using games tournament teams, researchers can conclude : First, all students learn to use the method Teams enthusiastic tournament games, all the students watch the learning and the teacher's explanations well, in groups of students are able to ask, answer, argue, and criticize. Secondly, the method teams tournament games can increase learning motivation PAI in SMAN 107 Jakarta with either or significant .