

ABSTRACT

COMPARISON OF THE RESULTS OF IPS TERPADU LEARNING USING LEARNING MODEL THINK PAIR SHARE AND TEAM GAMES TOURNAMENT WITH REGARD TO THE ACHIEVEMENT MOTIVATION SEVENTH GRADE STUDENTS OF SMPN 20 BANDAR LAMPUNG IN ACADEMIC YEAR 2014/2015

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This study purpose to assess the comparative results using the IPS Terpadu learning model Think Pair Share and Team Games Tournament with attention to student achievement motivation in class VII SMPN 20 Bandar Lampung. The method used is comparative with experimental approaches. The study population 243 students with a total sample of 61 students. Determined by cluster random sampling. Collecting data through documentation, questionnaires, and tests. Hypothesis testing using t-test formula two independent samples and analysis of variance of two roads. The result showed (1) there are differences in learning outcomes Integrated IPS students who are taught by using learning model Think Pair Share and students are taught using models Team Game Tournament, (2) an average of the results of the Integrated social studies students taught using models learning Think Pair Share is higher than those taught using models Team Game Tournament on student motivation high underachievement, (3) the average results of the Integrated social studies students taught using learning model Think Pair Share lower than those taught using models Team Game Tournament at low underachievement student motivation, (4) there is an interaction between the model of cooperative learning and achievement motivation Integrated Social Science subjects on learning outcomes.

Keywords: *IPS Integrated Learning Outcomes, Achievement Motivation, Team Games Tournament, Think Pair Share*