

ABSTRACT

ENHANCING MOTIVATION, ACTIVITIES, AND STUDENT ACHIEVEMENT IN THE ECONOMIC STUDI USING MODEL TEAMS TOURNAMENT GAMES IN CLASS X SMA NEGERI 1 WAY JEPARA EAST LAMPUNG

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This study aims to analyze: (1) design of lesson plan Model of Teams Games Tournament, (2) implementation Teams Games Tournament learning to increase motivation and learning activities of students in learning economy, (3) the system of learning evaluation model Teams Games Tournament, and (4) increasing of student achievement in the learning economy.

The research method used was Classroom Action Research (CAR) through three cycles. The research subject is a class that is a class X. Techniques of data collection using questionnaire techniques, observation sheets, and tests. Data were analyzed by descriptive quantitative and qualitative.

The results of research are (1) design lesson plans with TGT Model includes class presentations and learning in groups through the exploration phase, elaboration, and confirmation. The next step is a tournament and awards groups, (2) the implementation of learning TGT model can enhance students' motivation and activity. In X.1 class, students who have high motivation in the first cycle is 1 student (4.35%), second cycle is 14 students (51.85%), and the third cycle of 25 students (86.21%). While in class X.2, on the first cycle 2 students (9.09%), seconde cycle is 16 students (61.54%), and a third cycle of 24 students (85.19%). Activities students increased each cycle. In X.1 class, students who have high activity in the first cycle is 1 student (4.35%), second cycle is 14 students (51.85%), and the third cycle is 25 students (86.21%). In class X.2, first cycle 2 students (9.09%), second cycle is 16 students (61.54%), and the third cycle III of students (85.19%), (3) evaluation system uses about the validity of the analytical results , reliability, level of difficulty, and diskrimant power, and (4) increasing student achievement each cycle. In X.1 class, the number of students achieving success indicators studied in the first cycle 10 students (43.48%), second cycle is 19 students (73.08%), and a third cycle of 24 students (85.71%). In X.2 class, students achieve learning success indicators in the first cycle of 11 students (47.83), second cycle is 18 students (66.67%), and a third cycle of 24 students (85.71%).

Keywords: TGT, motivation, activity, student achievement