ABSTRAK

PEMBELAJARAN RAGAM GERAK TARI *BEDANA* MENGGUNAKAN MODEL KOOPERATIF TIPE *TEAMS GAMES TOURNAMENTS* DI SMP N 16 BANDAR LAMPUNG

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Penelitian ini bertujuan untuk mendeskripsikan proses dan hasil pembelajaran ragam gerak tari *bedana* menggunakan model kooperatif tipe *Teams Games Tournaments* pada kegiatan ekstrakurikuler kelas VII di SMP N 16 Bandar Lampung. Teori pembelajaran yang digunakan adalah behavior. Jenis penelitian yang digunakan adalah deskriptif kualitatif. Teknik pengumpulan data yang digunakan adalah panduan observasi, panduan wawancara, panduan dokumentasi, tes praktik dan non-tes. Sumber data dalam penelitian adalah kepala sekolah, guru dan 12 siswa kelas VII. Pembelajaran model kooperatif tipe *Teams Games Tournaments* dilaksanakan pada pertemuan ke-1, 3, dan 5. Langkah-langkah penggunaan model kooperatif tipe *Teams Games Tournaments* dalam pembelajaran ragam gerak tari *bedana* yaitu, guru menyampaikan tujuan pembelajaran, guru menyampaikan materi dengan cara demonstrasi, guru membagi siswa kedalam 3 kelompok yang terdiri dari 4 siswa, siswa mempelajari materi lebih lanjut bersama kelompok sampai benar-benar menguasai materi, guru mengadakan *Games Tournaments* antar kelompok*,* guru mengevaluasi hasil presentasi siswa dan kelompok terbaik diberi penghargaan pada pertemuan kedelapan. Hasil pembelajaran ragam gerak tari *bedana* menggunakan model kooperatif tipe *Teams Games Tournaments* di SMP N 16 Bandar Lampung belum baik dalam penerapannya, guru tidak mengubah kelompok dalam setiap pertemuan dan tidak melakukan variasi dalam *Games.* Hasil kemampuan siswa dalam aspek hafalan urutan gerak dan kekompakan dalam kelompok menunjukkan bahwa siswa memperoleh nilai rata-rata 87% dengan kriteria baik sekali. Terdapat 2 dari 12 siswa yang belum hafal ragam gerak tari *bedana*, dan 2 dari 3 kelompok yang anggotanya masih melakukan kesalahan dalam hafalan urutan ragam gerak.

Kata Kunci: Pembelajaran, Model kooperatif, Tari *bedana*

ABSTRACT

THE *BEDANA* DANCING MOVEMENT LEARNING BY USING *TEAMS GAMES TOURNAMENTS* COOPERATIVE LEARNING MODEL IN SMP N 16 BANDAR LAMPUNG

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The objective of this research was to describe processes and learning results of *bedana* dancing movement by using *Teams Games Tournaments* cooperative learning model at extracurricular activity for Grade VII in SMP N 16 Bandar Lampung. This research used behavioral learning theory. This was a descriptive qualitative research. Data were collected by using observation, interview, documentation, test of practice, and activeness of students. Data sources came from school principal, one teacher and 12 students of Grade VII. *Teams Games Tournaments* cooperative learning model was conducted at meeting 1, 3, and 5. Steps in using *Teams Games Tournaments* cooperative learning model were that the teacher delivered learning objectives, delivered materials with demonstrations, the teacher divided students into three groups containing of 4 students, students learned material further with their groups until they mastered the materials, the teachers conducted *Games Tournaments* between groups, the teacher evaluated results of students' presentations, and the best performers were awarded at the eight meeting. The result showed that the application of *Teams Games Tournaments* cooperative learning model in SMP N 16 Bandar Lampung was not good, the teacher did not change groups in each meeting and did not make any variation in the games. Learning results showed that students in the aspect of memorizing sequential movements and simultaneity obtained average grade of 87% with very good criteria. There were 2 of 12 students did not yet memorized sequential movements in the *bedana* dancing, and 2 groups of 3 groups showed that their members still did mistakes in memorizing sequential movements of the dance.

Keywords: Learning, cooperative model, *bedana* dancing