

## ABSTRAK

### PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) TERHADAP HASIL BELAJAR GEOGRAFI SISWA SMA NEGERI 16 BANDAR LAMPUNG

Oleh

ANINDA NI'MATUROHMI

Model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) merupakan pembelajaran yang melibatkan siswa dalam kelompok heterogen melalui kegiatan turnamen akademik. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe TGT terhadap hasil belajar geografi siswa SMA Negeri 16 Bandar Lampung pada materi sebaran flora dan fauna di Indonesia. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen semu (*quasi experimental design*) dan rancangan *one group pretest-posttest design*.

Sampel penelitian berjumlah 34 siswa kelas XI F7 yang dipilih menggunakan teknik *purposive sampling*. Teknik pengumpulan data meliputi tes pretest dan posttest, serta didukung oleh kuesioner, observasi, wawancara, dan dokumentasi. Analisis data dilakukan melalui uji normalitas, uji linearitas, uji hipotesis (uji t), dan uji N-Gain untuk mengetahui peningkatan hasil belajar siswa.

Hasil penelitian menunjukkan adanya peningkatan hasil belajar siswa setelah penerapan model TGT. Nilai rata-rata pretest sebesar 61 meningkat menjadi 88 pada posttest dengan selisih 27 poin. Hasil uji *paired sample t-test* menunjukkan nilai signifikansi (Sig. 2-tailed) < 0,05, yang berarti terdapat perbedaan signifikan sebelum dan sesudah perlakuan. Nilai N-Gain sebesar 0,7364 termasuk kategori tinggi. Dengan demikian, model pembelajaran TGT efektif dalam meningkatkan hasil belajar geografi siswa.

**Kata Kunci:** *Teams Games Tournament* (TGT), hasil belajar, pembelajaran kooperatif, geografi

## **ABSTRACT**

### **THE EFFECT OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE COOPERATIVE LEARNING MODEL ON THE GEOGRAPHY LEARNING OUTCOMES OF STUDENTS OF SMA NEGERI 16 BANDAR LAMPUNG**

**By**

**ANINDA NI'MATUROHMI**

The Teams Games Tournament (TGT) cooperative learning model is a teaching approach that involves students in heterogeneous groups through academic tournament activities. This study aims to determine the effect of the TGT cooperative learning model on the geography learning outcomes of students at State Senior High School 16 Bandar Lampung regarding the distribution of flora and fauna in Indonesia. This study employed a quantitative approach using a quasi-experimental design and a one-group pretest-posttest design. The sample consisted of 34 students from class XI F7, selected using purposive sampling. Data collection methods included pretest and posttest assessments, supplemented by questionnaires, observations, interviews, and documentation. Data analysis was conducted through normality tests, linearity tests, hypothesis testing (t-test), and N-Gain tests to determine improvements in student learning outcomes. The results of the study indicate an improvement in student learning outcomes following the implementation of the TGT model. The average pretest score of 61 increased to 88 on the posttest, a difference of 27 points. The results of the paired sample t-test showed a significance value (Sig. 2-tailed)  $< 0.05$ , indicating a significant difference between the pre- and post-treatment periods. The N-Gain value of 0.7364 falls into the high category. Thus, the TGT learning model is effective in improving students' geography learning outcomes.

**Keyword:** Teams Games Tournament (TGT), learning outcomes, cooperative learning, geography