

ABSTRAK

Febiana Tehuajo (00000018510)

“PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* UNTUK MENINGKATKAN PEMAHAMAN KONSEP SISWA KELAS I SALAH SATU SD KRISTEN DI RANTEPAO”

(xiii + 59 halaman: 2 gambar; 12 tabel; 36 lampiran)

Pemahaman konsep pada anak usia 5-6 berdasarkan Standar Isi pendidikan anak usia dini menjelaskan bahwa siswa seharusnya sudah dapat memahami konsep. Tetapi pada kenyataannya hasil tes siswa kelas I di salah satu SD Kristen di Rantepao menunjukan hanya sebagian kecil siswa yang baru memahami konsep materi. Berdasarkan hal tersebut maka penelitian ini bertujuan untuk mengetahui apakah penerapan model pembelajaran kooperatif tipe *teams games tournament* dapat meningkatkan pemahaman konsep siswa dan memaparkan penerapan langkah-langkah pembelajaran.

Metode penelitian yang digunakan pada penelitian ini adalah model penelitian yang dikembangkan oleh Pelton. Siswa kelas I di salah satu SD Kristen di Rantepao menjadi subjek penelitian dengan jumlah 30 siswa. Penelitian dimulai pada tanggal 24 September- 24 Oktober 2018. Sumber data yang digunakan dalam penelitian ini adalah lembar tes siswa, RPP, lembar umpan balik mentor, jurnal refleksi peneliti, dan lembar observasi mentor.

Hasil pengolahan data dari penelitian ini menunjukkan adanya peningkatan pemahaman konsep siswa melalui penerapan model pembelajaran kooperatif tipe *teams games tournament*. Adapun langkah-langkah yang diterapkan adalah presentasi kelas, pembelajaran berkelompok, permainan akademik, turnamen akademik, dan penghargaan kelompok.

Kata kunci: Pemahaman Konsep, Model Pembelajaran Kooperatif, *Teams Games Tournament*

Referensi: 30 (2004 - 2018).

ABSTRACT

Febiana Tehuajo (00000018510)

“THE IMPLEMENTATION OF COOPERATIVE LEARNING MODEL TEAMS GAMES TOURNAMENT TYPE TO ENHANCE STUDENTS CONCEPT UNDERSTANDING IN ONE OF A CHRISTIAN SCHOOL IN RANTEPAO”

(xiii + 59 pages: 2 figures; 11 tables; 36 appendices)

Understanding concept for children aged 6-7 according to the standard content of early childhood education explains that students should be able to understand the concept. But in reality the test results of first grade students at one of a Christian elementary school in Rantepao address only a small number of students who have just understood the concept of the topic. Based on this matter, this research aims to determine whether the application of cooperative learning models of teams games tournament can improve students' understanding of concepts and explain the application of learning steps.

The research method used in this study is a research model developed by Pelton. Class I students at one Christian elementary school in Rantepao were the subject of a study of 30 students. The study began on September 24 to October 24, 2018. Data sources used in this study were student test sheets, lesson plans, mentor feedback sheets, researcher reflection journals, and mentor observation sheets.

The results of processing data from this study indicate an increase in students' understanding of concepts through the application of cooperative learning models of the types of teams games tournament. As for the steps applied are class presentations, group learning, academic games, academic tournaments, and group awards.

Keywords: Students Concept Understanding, Cooperative Learning Model, Teams Games Tournament

References: 30 (2004 - 2018).