ABSTRACT

Implementation of the Team Games Tournament (TGT) Learning Model Using Big Book Media to Improve Learning Outcomes Theme 6 Caring for Animals and Plants Sub-theme 2 Caring for Animals Around Me at SDN Pojah 1 Class II Academic Year 2023-2024

Keywords: Implementation of the Team Games Tournament Learning Model using Big book media, Student Learning Outcomes

This study aims to determine the application of the Team games tournament learning model using Big book media on theme 6 caring for animals and plants, sub-theme 2 caring for animals around me to improve student learning outcomes in grade 2 at SDN Pojah 1 with a total of 14 students.

This research method uses classroom action research methods, this research procedure uses cycles. Each cycle consists of four stages including planning, implementing, observing, and reflecting. This data collection technique uses observation, tests, and documentation. The assessment instrument uses observation sheets and tests. For data analysis techniques using teacher observation, student observation, and learning outcomes.

As for the results of the observation of learning the teacher's observation obtained a success of 64.2% and the results of student observations obtained a success of 61.5%. In learning II the teacher's observation obtained a success of 71.4% and the results of student observations obtained a success of 69.2%. After experiencing improvements in cycle II, the following is the result of teacher observations in learning I getting 85.5%, for student observations getting 84.6%. For learning II in cycle II the results of teacher observations got 85.7%, and for student observations got 84.6%. The results of the student knowledge assessment in Indonesian were 21.4% of students completed, Mathematics 14.2% of students completed, and SBdP subjects 35.7% of students completed. The results of the assessment of student skills after the first cycle got 28.5%. For cycle II, 85.7% of students completed Indonesian Language subjects, 78.5% of students completed Mathematics subjects, and 85.7% of SBdP subjects completed students. The results of the assessment of student skills in cycle II were a total of 14 students in class II students who complete get 85.7%.