

## **ABSTRACT**

Latifa, Nurul. 2020. *Application of Teams Games Tournaments (TGT) Learning Model with Pop-Up Book Media in Improving Student Learning Outcomes Theme 4 Sub Theme 2 Work Around Me Class IV SDN Gunggung I Academic Year 2019-2020*

**Keywords:** *Model, Learning, Teams Games Tournaments (TGT), Pop-Up Book.*

*His Research purpose to describe the application of the learning models teams games tournaments (TGT) with pop-up book media in improving student learning outcomes.*

*This research is a classroom action research study consisting of four stages: Planning, implementing, observing, and reflecting. Data collection techniques in this study used tests and observations. The test is used to determine the improvement in student learning outcomes, and observation is used to determine the achievement of the learning process.*

*The results showed that the application of the TGT learning model with pop-up book media was considered to be able to help students in understanding the material, so that student learning outcomes had increased in each cycle. in the pre-cycle stage, Indonesian language lessons reached 38%, PPKn reached 14%, and social studies reached 7%. While in the second cycle Indonesian language lessons reached 78%, PPKn reached 43%, and social studies reached 36%. In cycle III, Indonesian language studies reached 86%, PPKn reached 71%, and social studies reached 71% and had achieved an indicator of success which was 70%.*

*The application of the learning models teams games tournaments (TGT) with pop-up book media can improve student learning outcomes in themes 4 sub themes 2 work around me in class IV SDN Gunggung I in the academic year 2019-2020.*