

ABSTRACT

Baiturrahman, Arif. The application of the Cooperative Learning Model Type Teams Games Tournament (TGT) in improving Mathematics learning outcomes of the Symbol of Roman Numbers for Class IV Students of SDN Saroka I, Saronggi District, 2020

Keywords: Cooperative Learning, mathematics learning outcomes

This research is motivated by several things which include the students' low mastery of the symbol of Roman Numbers in mathematics learning which is used is still inappropriate when providing learning material for the Symbol of Roman Numbers. Improve learning outcomes of the symbol of Roman Numbers in grade IV SDN Saroka I, Saronggi District.

This study aims to determine the application of the Cooperative Learning Model Type Teams Games Tour (TGT) in improving mathematics learning outcomes of the symbol of Roman numbers in grade IV SDN Saroka I Saronggi District. The application of the Teams Games Tournament (TGT) Type of Cooperative Learning Model consists of four stages / phases, which include (1) class presentation, (2) group learning, (3) tournament games (4) awards.

This PTK research was conducted in 2 cycles, each of which consisted of four stages, namely planning the action, implementing the action, observing the action, and reflecting. Data collection techniques are observation, tests, interviews and documentation. The data analysis technique used descriptive statistical analysis. The results of cycle I are from 20 students who complete 4 students (20%) enough 2 students (10%) while those who do not complete 14 students (70%) with an average score of 69. The results of cycle II are 20 students who complete 12 students (60%) enough for 6 students (30%) while those who did not complete were 2 students (10%) with an average score of 69.

Based on the results of this study, it can be seen that the application of the Cooperative Learning Model Type Teams Games Tour (TGT) can improve learning outcomes of the symbol of Roman Numbers in grade IV SDN Saroka I Saronggi District.