**ANALISIS PEMBELAJARAN MELALUI MEDIA KOOPERATIF TIPE TGT *(TEAMS GAMES TOURNAMENT)* PADA MATERI BANGUN DATAR DI SMA**

**RISKY MULIANI LUBIS**

**NPM. 151114114**

# ABSTRAK

Penelitian ini bertujuan untuk menganalisis pembelajaran pada materi bangun datar melalui model pembelajaran kooperatif tipe TGT di SMA. Penelitian ini mengacu pada jenis penelitian kualitatif. Dalam penelitian ini yang menjadi sumber data sekunder adalah literatur, artikel, jurnal serta situs di internet yang berkenaan dengan penelitian yang dilakukan. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah studi literatur. Studi literatur sebagai teknik pengumpulan data kualitatif dilakukan dengan cara menelusuri dokumen penting yang dianggap berkaitan dengan fokus penelitian. Teknik ini disebut juga studi kepustakaan. Uji keabsahan data dalam penelitian kualitatif meliputi uji *credibility*, *transferability*, *dependability*, dan *confirmability*. Berdasarkan hasil penelitian yang dilakukan berdasarkan studi literatur yang telah terkumpul dari hasil pembahasan keseluruhan penelitian ini dapat disimpulkan bahwa terdapat pengaruh yang positif antara model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dalam meningkatkan hasil belajar matematika di SMA. Hal ini terbukti dengan hasil perolehan dari masing-masing peneliti terdahulu yang menunjukkan bahwa terdapat peningkatan yang cukup signifikan dengan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) yang dilakukan. Penyajian metode yang menarik disertai permainan dapat membuat siswa fokus terhadap materi yang disampaikan, sehingga siswa dapat menguasai materi yang dimaksud.

Kata Kunci: Bangun Datar, Media Kooperatif, *Teams Games Tournament* (TGT)

***LEARNING ANALYSIS THROUGH TGT TYPE COOPERATIVE MEDIA (TEAMS GAMES TOURNAMENT) ON FLAT BUILDING***

***MATERIALS IN SMA***

***RISKY MULIANI LUBIS***

***NPM. 151114114***

# *ABSTRACT*

*This study aims to analyze learning on flat shape material through the TGT type cooperative learning model in SMA. This research refers to the type of qualitative research. In this study, secondary data sources are literature, articles, journals and sites on the internet relating to the research conducted. The data collection technique used in this research is literature study. Literature study as a qualitative data collection technique is carried out by tracing important documents that are considered to be related to the research focus. This technique is also called literature study. The data validity test in qualitative research includes credibility, transferability, dependability, and confirmability tests. Based on the results of research conducted based on literature studies that have been collected from the results of the overall discussion of this study, it can be concluded that there is a positive influence between the Teams Games Tournament (TGT) type of cooperative learning model in improving mathematics learning outcomes in high school. This is evidenced by the results obtained from each of the previous researchers which showed that there was a significant increase with the Teams Games Tournament (TGT) type cooperative learning model that was carried out. The presentation of an attractive method accompanied by games can make students focus on the material presented, so that students can master the material in question.*

***Keywords: Cooperative Media,Two-dimentional figure, Teams Games Tournament (TGT)***