**ABSTRAK**

**PERBANDINGAN HASIL BELAJAR EKONOMI MENGGUNAKAN MODEL PEMBELAJARAN KOOPERATIF TIPE TGT (TEAMS**

**GAMES TOURNAMENT) DENGAN TALKING STICK**

**PADA SISWA SMA**

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Penelitian ini yang bertujuan untuk meneliti perbandingan atas dua model pembelajaran *TGT ( Teams Games Tournament)* dengan *Talking Stick* pada pelajaran ekonomi SMA. Dikarenakan kondisi yang terjadi saat ini, yaitu adanya Virus Covid-19 maka penelitian ini dilaksanakan di perpustakaan Universitas Muslim Nusantara Al-Washliyah sesuai dengan surat edaran Rektor Nomor: 040/BAA-UMNAW/A.16/2020 yaitu melakukan kajian pustaka. Serta mengikuti peraturan yang dibuat didalam perpustakaan UMN Al-Washliyah. Penelitian hanya mengambil data yang sama dengan judul dari skripsi ini data yang sudah didapat dalam perpustakaan ataupun jurnal dengan sejumlah keseluruhan 190 orang. Berdasarkan hasil penelitian yang dianalisis data hasil uji rata-rata kelas yang menggunakan model pembelajaran *TGT ( Teams Games Tournament)* lebih tinggi yaitu 79,25 dibandingkan siswa yang menggunakan model pembelajaran *Talking Stick* lebih rendah yaitu 70,75. Dengan demikian bahwa perbandingan model pembelajaran *TGT ( Teams Games Tournament)* dengan model *Talking Stick* diperoleh nilai 1,12. Dapat disimpulkan bahwa model pembelajaran *TGT ( Teams Games Tournament)* lebih tinggi daripada model *Talking Stick* *,* sehingga model pembelajaran *( Teams Games Tournament)* lebih maksimal digunakan pada proses pembelajaran.

**Kata Kunci**: Hasil Belajar, Model Pembelajaran *( Teams Games Tournament)*, Model Pembelajaran *Talking Stick*

***ABSTRACT***

***COMPARISON OF ECONOMIC LEARNING OUTCOMES USING COOPERATIVE LEARNING MODEL TYPE OF TGT***

***(TEAMS TOURNAMENTGAMES) WITH TALKING***

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*This study aims to examine the comparison of two learning models TGT (Teams Games Tournament) with Talking Stick in high school economics. Due to the current conditions, namely the Covid-19 Virus, this research was carried out in the library of the Muslim Nusantara University Al-Washliyah in accordance with the Chancellor's circular letter Number: 040/BAA-UMNAW/A.16/2020, namely conducting a literature review. And follow the rules made in the UMN Al-Washliyah library. The research only takes data that is the same as the title of this thesis, data that has been obtained in a library or journal with a total of 190 people. Based on the low research results, the average test results of the class using the TGT (Teams Games Tournament) learning model were higher, namely 79.25 compared to students who used the Talking Stick learning model, which was more than 70.75. Thus, the comparison of the TGT (Teams Games Tournament) learning model with the Talking Stick model obtained a value of 1.12. It can be said that the TGT (Team Game Tournament) learning model is higher than the Talking Stick model, so the learning model (Team Game Tournament) is more optimally used in the learning process.*

***Keywords****: Learning Outcomes, Learning Model (Teams Games Tournament), Talking Stick Learning Model*