

ABSTRACT

**AN APPLICATION OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE
LEARNING MODEL TO STUDENTS' LEARNING OUTCOMES IN
INFORMATICS SUBJECT OF CLASS X TKJ AT SMK NEGERI 6
OF BENGKULU CITY**

By:
M. AL SIRAT
Student Reg.ID: 20210009

This study aims to determine how the application of the teams games tournament (TGT) type learning model to students' learning outcomes in class X TKJ informatics subject at SMKN 6 Bengkulu City. The research was conducted using descriptive qualitative method. The subjects in this study were students of class X TKJ SMK Negeri 6 Bengkulu City, totaling 21 people consisting of 4 male students and 17 female students. Data collection techniques used in this study were observation interviews, written tests and documentation. This can be seen from the acquisition of pre-test scores with grades A = 0 or 0%; B = 0 or 0%; C = 3 or 15%; D = 18 or 85%. The acquisition of the value of the application of the teams games tournament (TGT) model with a value of A = 11 or 44%; B = 8 or 32%; C = 6 or 24%; D = 0 or 0%. And the acquisition of post test scores is A = 18 or 85, %; B = 3 or 15, %; C = 0 or 0 %; and D = 0 or 0 %. It can be concluded that the results of the application of the Team Games Tournament (TGT) type cooperative learning model on hardware and software material have increased and are categorized as good.

Keywords: Teams Games Tournament (TGT) Type Learning Model, Students' Learning Outcomes.

