ABSTRACT

This study was conducted to describe the use of cooperative learning model type Team Games Tournament (TGT) in learning Indonesian History in class XII MIPA-6 SMAN 1 Cihaurbeuti in the academic year 2024/2025. This research was conducted using a qualitative approach with naturalistic methods. Data collection techniques were conducted by interview, observation, and documentation. The research instruments used were observation, interview, and documentation guidelines. The data analysis technique was carried out using the Miles and Huberman data analysis model, namely by data reduction, data presentation, and verification or conclusion drawing. The results of this study show that: (1) learning planning using the Team Games Tournament type cooperative model prepared by educators is the making of lesson plans and learning media, (2) the implementation of the learning process using the Team Games Tournament type cooperative model is carried out through the steps of class presentation, group activities, games, tournaments, and awarding, (3) the advantages of using this model are that it can increase the active participation of students in the learning process, in collaborating with their groupmates, and get new understanding from fellow students, the disadvantages of using this model, which lies in a little crowded and noisy class, there are still passive students because of their character like that, and the need for more support related to teacher skills, facilities, tools and costs.

Keywords: Cooperative Learning Model, Team Games Tournament (TGT) History Learning