

## ABSTRACT

MUHAMMAD SIDIK. 2022. **Efforts to Improve Learning Outcomes of Volleyball Game Under Service Through the *Teams Games Tournament (TGT)* Model.** Department of Physical Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

The learning model is a very important part in the implementation of learning so that students understand and are able to practice the material provided so that the learning objectives are achieved properly. The purpose of this research is to solve problems in service learning through a learning model that can stimulate students to work together to solve problems to understand underserving skills and the purpose of this research is to find out the improvement of learning outcomes for underserving volleyball games using the *Team Games Tournament* in grade VII D SMP Negeri 14 Tasikmalaya City for the 2017/2018 academic year. The research method used is the Classroom Action Research method. Based on the results of research, data processing and hypothesis testing, there are significant results in an effort to improve learning outcomes of basic underserving techniques in volleyball games using the *Teams Games Tournament (TGT)* method. In the first cycle obtained an average cognitive value with a value of 68.98 and a skill value of 69.7, the average value of cognitive and psychomotor 69.47, has not reached the KKM, In the second cycle there is an increase to cognitive value with a value of 77.8 and skill value 79.7, cognitive and psychomotor average value 78.8 As many as 25 students or 73.53% have reached the KKM and only 9 students or 26.47% still have not reached the KKM.

**Keywords** : underserved, volleyball, *team game tournament*