

ABSTRAK

Haifa Hanifatun Nida. 2025. **PENERAPAN MODEL *COOPERATIVE LEARNING* TIPE *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA PERMAINAN ULAR TANGGA UNTUK MENINGKATKAN HASIL BELAJAR KOGNITIF SISWA KELAS X-11 SMA NEGERI 8 TASIKMALAYA PADA MATERI PENGUKURAN.**

Penggunaan model pembelajaran yang kurang tepat menjadi salah satu permasalahan yang menyebabkan sikap siswa menjadi acuh terhadap pelajaran sehingga berdampak pada kurangnya hasil belajar siswa. Penelitian ini bertujuan untuk meningkatkan hasil belajar kognitif siswa dengan menerapkan model *Cooperative Learning* tipe *Teams Games Tournament* berbantuan media permainan ular tangga pada materi pengukuran. Jenis penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Subjek penelitian tindakan kelas ini adalah siswa kelas X-11 SMA Negeri 8 Tasikmalaya tahun pelajaran 2023/2024 yang berjumlah 38 orang. Proses pelaksanaan penelitian ini dilaksanakan dalam dua siklus, yaitu siklus I dan siklus II, dengan tahapan setiap siklusnya terdiri dari perencanaan tindakan, pelaksanaan tindakan, pengamatan, dan refleksi. Data hasil belajar kognitif siswa didapatkan melalui metode tes hasil belajar kognitif menggunakan instrumen soal tes akhir siklus. Pada siklus I memperoleh persentase ketuntasan belajar klasikal 42,11% dengan rata-rata nilai siswa 63,06. Sedangkan pada siklus II memperoleh peningkatan persentase ketuntasan belajar klasikal sebesar 84,21% dengan rata-rata nilai 80,56. Hasil belajar kognitif siswa materi pengukuran meningkat setelah diterapkan model *Cooperative Learning* tipe *Teams Games Tournament* berbantuan media permainan ular tangga.

Kata kunci: Hasil Belajar Kognitif, Model Kooperatif Tipe TGT, Permainan Ular Tangga.

ABSTRACT

Haifa Hanifatun Nida. 2025. **THE IMPLEMENTATION OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE OF COOPERATIVE LEARNING MODEL ASSISTED BY A SNAKES AND LADDERS GAME TO IMPROVE THE COGNITIVE LEARNING OUTCOMES OF GRADE X-11 STUDENTS AT SMA NEGERI 8 TASIKMALAYA ON THE TOPIC OF MEASUREMENT.**

The use of inappropriate instructional models is one of the key issues that contributes to students' indifference toward learning, which subsequently impacts their academic performance. This study aims to improve students' cognitive learning outcomes by implementing the Cooperative Learning model of the Teams Games Tournament (TGT) type, supported by the use of a snakes and ladders educational game as a learning medium, specifically in the topic of measurement. This research is a Classroom Action Research (CAR), conducted in two cycles. The participants were 38 students from class X-11 at SMA Negeri 8 Tasikmalaya during the 2023/2024 academic year. The research was carried out over two cycles, Cycle I and Cycle II, each consisting of the following phases: action planning, implementation, observation, and reflection. Data on students' cognitive learning outcomes were collected through cognitive achievement tests using a set of end-of-cycle test instruments. In Cycle I, the percentage of students achieving classical mastery was 42.11%, with an average score of 63.06. In Cycle II, there was a significant improvement, with classical mastery reaching 84.21% and the average score increasing to 80.56. These results demonstrate that the application of the Cooperative Learning model of the Teams Games Tournament type, supported by a snakes and ladders game as a learning aid, can effectively enhance students' cognitive learning outcomes in the topic of measurement.

Keywords: Cognitive Learning Outcomes, TGT Type Cooperative Model, Snakes and Ladders Game.