

ABSTRAK

MUH IQMAL NOOR FADYLAH. 2026. **Upaya Meningkatkan Hasil Belajar *Dribbling* Bola Basket Menggunakan Model Pembelajaran Tipe *Team Game Tournament (TGT)* Pada Siswa Kelas VII H SMP N 12 Tasikmalaya.** Jurusan Pendidikan Jasmani. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

Penelitian tindakan kelas yang berjudul “Upaya Meningkatkan Hasil Belajar *dribbling* bola basket menggunakan Model Pembelajaran Tipe *Team Game Turnament (TGT)*” dilatar belakangi oleh rendahnya hasil belajar dan kualitas teknik *dribbling* siswa dengan ketuntasan klasikal awal sebesar 42% (13 dari 31 siswa) yang mencapai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Tujuan penelitian ini adalah untuk mengetahui apakah terdapat peningkatan hasil belajar materi *dribbling* pembelajaran bola basket dengan menggunakan model pembelajaran kooperatif tipe *Team Game Turnament (TGT)* pada siswa kelas VII H SMPN 12 Tasikmalaya. Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) model Kemmis dan McTaggart yang dilaksanakan dalam dua siklus yang masing-masing terdiri atas tahap perencanaan, tindakan, observasi, dan refleksi. Populasi penelitian adalah seluruh siswa kelas VII H yang berjumlah 31 orang dan seluruhnya dijadikan sampel. Instrumen penelitian meliputi tes hasil belajar materi *dribbling*, lembar observasi afektif, kognitif, dan psikomotor, serta dokumentasi. Data dikumpulkan melalui tes, observasi, dan dokumentasi. Hasil penelitian menunjukkan bahwa penerapan model *Team Game Turnament (TGT)* dapat meningkatkan hasil belajar materi *dribbling*, ditandai dengan peningkatan ketuntasan belajar dari 42% pada kondisi awal menjadi 87,10% (27 dari 31 siswa) pada siklus II. Dengan demikian, model *Team Game Turnament (TGT)* efektif digunakan untuk meningkatkan hasil belajar materi *dribbling* sekaligus mengembangkan keaktifan, kemampuan berpikir kritis, kolaborasi, dan rasa percaya diri siswa dalam pembelajaran PJOK.

Kata kunci: Bola Basket, *Dribbling*, Hasil Belajar, Pembelajaran, *Team Game Tournament (TGT)*.

ABSTRACT

MUH IQMAL NOOR FADYLAH. 2026. **Upaya Meningkatkan Hasil Belajar Dribbling Bola Basket Menggunakan Model Pembelajaran Tipe *Team Game Tournament (TGT)* Pada Siswa Kelas VII H SMP N 12 Tasikmalaya.** *Jurusan Pendidikan Jasmani. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.*

This classroom action research, entitled “Efforts to Improve Basketball Dribbling Learning Outcomes through the Team Game Tournament (TGT) Learning Model,” was motivated by the relatively low student achievement and limited mastery of dribbling techniques, with an initial level of classical mastery at only 42% (13 out of 31 students) meeting the Minimum Learning Achievement Criteria (KKTP). The purpose of this study was to examine whether there was an improvement in students’ learning outcomes in basketball dribbling material through the use of the cooperative learning model, specifically the Team Game Tournament (TGT), among students of class VII H at SMP N 12 Tasikmalaya. This study employed a Classroom Action Research (CAR) method based on the Kemmis and McTaggart model, conducted in two cycles, each consisting of planning, action, observation, and reflection stages. The research population included all 31 students of class VII H, who were also used as the sample. The instruments used in this study consisted of a dribbling skills test, observation sheets covering affective, cognitive, and psychomotor aspects, as well as documentation. Data were collected through tests, observations, and documentation. The findings revealed that the implementation of the Team Game Tournament (TGT) model was able to improve students’ learning outcomes in dribbling, as reflected in the increase of learning mastery from 42% in the initial condition to 87.10% (27 out of 31 students) in the second cycle. Therefore, it can be concluded that the Team Game Tournament (TGT) model is effective not only in enhancing dribbling learning outcomes but also in fostering students’ active participation, critical thinking skills, collaboration, and self-confidence in physical education

Keywords: Basketball, Dribbling, Learning, Learning Outcomes, Team Game Tournament (TGT).