

ABSTRAK

Slamet Basuki, 2024. *Peningkatan Minat dan Keterampilan Bercerita Melalui Model Pembelajaran TGT (Team Games Tournament) Siswa Kelas 6 SD Negeri 1 Pohijo Tahun Pelajaran 2024/2025*. Tesis. Madiun: Program Studi Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Dr. Teguh Suharto, M.Pd., (II) Dr. Sigit Ricahyono, S.S., M.Pd.

Kata Kunci : *Minat bercerita, keterampilan bercerita, Teams Games Tournament (TGT)*

Penelitian ini bertujuan untuk meningkatkan minat dan keterampilan bercerita siswa kelas 6 SD Negeri 1 Pohijo melalui penerapan model pembelajaran *Teams Games Tournament (TGT)*. Penelitian tindakan kelas (PTK) ini dilakukan dalam dua siklus yang melibatkan 12 siswa dengan prosedur meliputi perencanaan, pelaksanaan, pengamatan, dan refleksi. Setiap siklus terdiri dari serangkaian kegiatan pembelajaran menggunakan TGT yang berfokus pada aktivitas kelompok, diskusi, turnamen, dan evaluasi.

Hasil penelitian menunjukkan adanya peningkatan signifikan dalam minat dan keterampilan bercerita siswa. Pada tahap prasiklus, keaktifan siswa dalam pembelajaran berada pada kategori rendah 8 siswa kurang aktif, 1 siswa cukup aktif dan 3 siswa aktif dengan rata-rata nilai sebesar 52,92. Pada tahap siklus 1 adanya peningkatan minat belajar siswa, 2 siswa kurang aktif, 5 siswa cukup aktif dan 5 siswa aktif dengan rata-rata nilai sebesar 72,08. Sedangkan pada siklus 2 keaktifan siswa dalam pembelajaran menunjukkan peningkatan kembali dengan 2 siswa cukup aktif dan 10 siswa aktif dengan rata-rata nilai sebesar 80,00. Keaktifan siswa dalam pembelajaran berdampak pada penguasaan keterampilan siswa dalam bercerita. Keterampilan siswa dalam bercerita tahap pra siklus siswa yang masuk kriteria kurang 1 siswa, cukup 8 siswa dan baik 3 siswa dengan rata-rata nilai 37,50. Pada siklus 1 adanya peningkatan keterampilan siswa dalam bercerita, siswa yang masuk kriteria cukup 2 siswa, baik 9 siswa dan sangat baik 1 siswa dengan rata-rata nilai 55,42. Keterampilan siswa dalam bercerita pada siklus 2 ini juga meningkat hal ini ditunjukkan dari data siswa yang masuk kriteria baik 7 dan sangat baik 5 siswa dengan rata-rata nilai 72,08.

Penerapan model TGT tidak hanya meningkatkan keterampilan akademik tetapi juga memperkuat interaksi sosial dan kepercayaan diri siswa. Metode ini terbukti efektif dalam menciptakan suasana belajar yang menyenangkan, kompetitif, dan kolaboratif. Penelitian ini merekomendasikan penggunaan TGT dalam pembelajaran bercerita untuk meningkatkan keterlibatan dan kemampuan siswa di tingkat sekolah dasar.

ABSTRAK

Slamet Basuki, 2024. Improving Interest and Storytelling Skills Through Learning Models TGT (Team Games Tournament) Siswa Kelas 6 SD Negeri 1 Pohijo Tahun Pelajaran 2024/2025. Tesis. Madiun: Program Studi Pascasarjana, Universitas PGRI Madiun. Pembimbing (1) Dr. Teguh Suharto, M.Pd., (II) Dr. Sigit Ricahyono, S.S., M.Pd.

Kata Kunci : Interest in storytelling, storytelling skills, Teams Games Tournament (TGT)

This research aims to increase interest and skills tells the story of grade 6 students at SD Negeri 1 Pohijo through the application of a learning model Team Games Tournament (TGT). This classroom action research (PTK) was carried out in two cycles involving 12 students with procedures including planning, implementation, observation, and reflection. Each cycle consists of a series of activities learning using TGT which focuses on group activities, discussions, tournaments, and evaluations.

The research results showed a significant increase in students' interest and storytelling skills. At the pre-cycle stage, student activity in learning was in the low category, 8 students were less active, 1 student was quite active and 3 students were active with an average score of 52.92. At cycle 1 stage there was an increase in students' interest in learning, 2 students were less active, 5 students were quite active and 5 students were active with an average score of 72.08. Meanwhile, in cycle 2, student activity in learning showed an increase again with 2 students being quite active and 10 students being active with an average score of 80.00. Student activity in learning has an impact on students' mastery of storytelling skills. Students' skills in telling stories at the pre-cycle stage of students who met the criteria were 1 student lacking, 8 students were sufficient and 3 students were good with an average score of 37.50. In cycle 1 there was an increase in students' skills in telling stories, 2 students who met the criteria were good, 9 students were good and 1 student was very good with an average score of 55.42. Students' skills in telling stories in cycle 2 also improved, this is shown by the data of students who entered the criteria of good 7 and very good 5 students with an average score of 72.08.

The application of the TGT model not only improves academic skills but also strengthens students' social interactions and self-confidence. This method has proven effective in creating a fun, competitive and collaborative learning atmosphere. This research recommends the use of TGT in storytelling learning to increase student engagement and abilities at the elementary school level.