

**Research Article**

# Analysis of the Application of the Teams Games Tournament (TGT) Learning Model in Primary School

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**Abstract.**

Learning is a process of interaction that occurs between teachers and students, there are goals set by the teachers based on the conditions of students and schools. Learning objectives are activities to be achieved by students. One of the things that can affect student's success in the learning process is the selection of learning models. In order to get optimal learning outcomes, the quality of learning must be improved. Quality improvement can start with the use of approaches, methods, models, and other activities that encourage students to be active participants in the learning process. Cooperative learning can support the problems that occur because there are activities that require cooperation. Cooperative learning has many types, one of which is the Teams Games Tournament (TGT). Several studies have discussed the use of the TGT type of learning model and have proven to be able to solve some of the problems that occur. The purpose of this paper is to review several articles that have been selected and then grouped based on the similarities that exist between them. In addition, this writing is done to find out what causes the need to use the TGT model in learning.

**Keywords:** TGT, result of learning, student activity

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## 1. INTRODUCTION

Learning is a process of interaction that occurs between teachers and students. In learning, there are goals made by the teacher based on the conditions of students and schools [1]. Learning objectives are activities that students want to achieve in the implementation of learning, which includes three aspects (cognitive, affective, and psychomotor) [2]. The achievement of learning objectives can be seen in student learning outcomes [3]. Optimal student learning outcomes can determine whether the learning is successful or not. Therefore, in carrying out the learning process, it should be adjusted to the character of the students [4].

One of the things that can affect student success in the learning process is the selection of learning models. Learning models are all activities contained in the learning process from start to finish that have been designed in such a way that they can achieve

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learning objectives [4]. In order to get optimal learning outcomes, the quality of learning must be improved. Quality improvement can start with the use of approaches, methods, models, and other activities that can encourage students to be active participants in the learning process [3].

Cooperative learning can support the problems that occur because in it there are activities that require cooperation both in small groups and large groups. The Teams Games Tournament (TGT) is one type of cooperative learning. This type of learning is thought to be capable of engaging students in active learning [5]. As the name implies, "Teams Games Tournament" means a tournament in a team game. That is, each team has the right to fight to get as many points as possible and compete with other groups without any difference in status [6].

Several studies have discussed this TGT type of learning model and have proven to be able to solve some of the problems. Some of them are able to improve learning outcomes, increase student activity, and also increase motivation to study harder. The purpose of this paper is to review several articles that have been selected and then grouped based on the similarities that exist between them. Furthermore, the purpose of this writing is to discover what motivates the need to employ the TGT model in learning so that teachers and other researchers can improve the quality of learning in Indonesian schools.

## 2. METHOD

The method used in this study is a literature review. A literature review is one technique that can be used in conducting research. A literature review will provide an overview of the development of a particular topic.[7]. Literature review is the study of articles that have been selected and come from various sources so that they lead to a conclusion or new idea.[8]. The literature used in this study came from relevant national and international journals. There are several stages carried out by researchers, such as choosing a topic, finding and selecting appropriate articles, analyzing and synthesizing selected articles, and organizing or compiling the results of a review.[9].

## 3. RESULT AND DISCUSSION

Analisis penerapan model pembelajaran kooperatif tipe TGT sebagai penyelesaian permasalahan, yang diambil dari jurnal-jurnal nasional dan internasional sebagai bahan *review*. Adapun hasilnya sebagai berikut:

TABLE 1: Analysis of the application of the TGT model to improve student learning outcomes.

No	Background research	Result	Reference
1	Knowing the application of the TGT model in learning mathematics	Improved learning quality	[4]
2	The method used makes students bored and not interested in learning	Student learning outcomes increase	[10]
3	Learning is only teacher centered	Student learning outcomes increase	[3]
4	Improve learning outcomes	Completed student grades both individually and complete in class	[5]
5	Knowing the effect of the TGT model	There is an influence on the cognitive and psychomotor aspects, while on the affective aspect there is no effect	[6]
6	Improving student learning outcomes using the TGT model	Student learning outcomes increase	[11]

Based on the exposure to the data above, there are several researchers who have different goals when using the TGT model. Most of the research that has been done has had the same results, namely an increase in student learning outcomes. However, there are several studies, such as [6] which states that there is no effect of using the TGT model on the affective aspect. This is because full monitoring of activities outside of school is not carried out, and it is possible for students to act according to their wishes and pay less attention to attitudes as when working on worksheets at school.

In addition to this, there are several shortcomings that, according to the researcher, can be used in order to improve further research. The use of technology is a disadvantage, because the TGT-based learning model is better if some of its application is infused with technology. Technological progress is unavoidable, so if it is modified in its implementation, both teachers and students have contributed to the advancement of technology.

Further analysis was conducted to determine the effect of using the TGT model on student activity. This analysis was conducted based on the relevant journals. The following are the results of the collection and analysis of the use of the TGT model:

Based on the data that has been submitted, TGT can indeed be used as a solution to several problems that occur, one of which is increasing student activity [16]. Student activity can affect interest and motivation in learning [14], so that a pleasant atmosphere is needed for carrying out learning. In addition, the TGT model can also invite students to think critically, so that they can dare to express their opinions.[17].

TABLE 2: Analysis of the application of the TGT model to involve students actively in learning.

No	Background research	Result	Reference
1	Improving student learning activities	The percentage of student learning activity increases	[12]
2	Learning models that are not in accordance with the characteristics of students	Increased student activity and learning outcomes	[13]
3	Knowing the effect of the TGT model on students' learning motivation	The TGT model affects student motivation, so students are enthusiastic and active in learning	[14]
4	Teacher centered learning	Student activity and learning outcomes have increased	[15]
5	Increase activeness and learning achievement	Both have increased	[16]
6	Students do not think critically so that it affects learning activities	Increased	[17]

In addition to some of the things that have been discussed, researchers still regret that, even in this modern era, it turns out that there are still many teachers who do learning centered on themselves.[15]. This causes students to be less free to express their opinions. As a result, student participation in learning is minimal, so learning is not effective and efficient.

#### 4. KESIMPULAN

Improving the quality of education is very necessary, because with the increase in the quality of education in Indonesia, the human resources formed will also increase. One way to improve the quality of education is to implement a learning process that is in accordance with the characteristics of students. This will have an impact on what happens to him. Students who feel that the learning process does not give them space to be themselves will become easily bored and not interested in learning. Conversely, if students feel free and comfortable, then they will enjoy the learning process, ensuring that the goals are achieved effectively and efficiently. TGT is a learning model that provides free space for activities.

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