

ABSTRAK

Magdalena Rosalita Claransing, 24.06400. Penerapan Model Pembelajaran *Teams Games Tournament (Tgt)* Dalam Meningkatkan Keaktifan Belajar Peserta Didik Kelas VII C Pada Mata Pelajaran Agama Katolik Di SMP Negeri 2 Maumere. Skripsi Program Studi Pendidikan Keagamaan Katolik, Institut Filsafat dan Teknologi Kreatif Ledalero.

Penelitian ini bertujuan: untuk mengetahui penerapan model pembelajaran *Teams Games Tournament (TGT)* dalam meningkatkan keaktifan belajar peserta didik kelas VII C pada mata pelajaran Pendidikan Agama Katolik di SMP Negeri 2 Maumere, serta untuk mengetahui efektivitas penerapan model tersebut. Jenis penelitian yang digunakan adalah Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus, dengan tahapan perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian berjumlah 21 peserta didik.

Teknik pengumpulan data dilakukan melalui observasi, angket, dan dokumentasi. Hasil penelitian menunjukkan bahwa penerapan model pembelajaran TGT mampu meningkatkan keaktifan belajar peserta didik. Hal ini terlihat dari adanya peningkatan partisipasi siswa dalam kegiatan pembelajaran, seperti bertanya, menjawab pertanyaan, berdiskusi, serta keterlibatan dalam permainan dan turnamen. Pada setiap siklus terjadi peningkatan keaktifan belajar yang signifikan dibandingkan dengan kondisi awal (pra siklus).

Dengan demikian, dapat disimpulkan bahwa model pembelajaran *Teams Games Tournament (TGT)* efektif dalam meningkatkan keaktifan belajar peserta didik pada mata pelajaran Pendidikan Agama Katolik di SMP Negeri 2 Maumere. Model ini juga mampu menciptakan suasana belajar yang lebih aktif, menyenangkan, dan mendorong kerja sama antar peserta didik.

Kata kunci: Teams Games Tournament (TGT), keaktifan belajar, Pendidikan Agama Katolik, Penelitian Tindakan Kelas.

ABSTRAK

Magdalena Rosalita Claransing, 24.06400. Implementation of the *Teams Games Tournament*(TGT) Learning Model to improve Student Learning Activity for Grade VII C in Catholic Religious Education at SMP Negeri 2 Maumere. Thesis, Catholic Religious Education Study Program, Ledalero Institute of Philosophy and Creative Technology.

This study aims to determine the implementation of the *Teams Games Tournament* (TGT) learning model in improving students' learning activeness in class VII C in Catholic Religious Education at SMP Negeri 2 Maumere, as well as to examine the effectiveness of the model. This research employed Classroom Action Research (CAR) conducted in two cycles, consisting of planning, action, observation, and reflection stages. The subjects of this study were 21 students.

Data were collected through observation, questionnaires, and documentation. The results showed that the implementation of the TGT learning model was able to improve students' learning activeness. This improvement was indicated by increased student participation in learning activities, such as asking questions, answering questions, engaging in discussions, and participating in games and tournaments. Each cycle demonstrated a significant increase in learning activeness compared to the initial condition (pre-cycle).

In conclusion, the *Teams Games Tournament*(TGT) learning model is effective in enhancing students' learning activeness in Catholic Religious Education at SMP Negeri 2 Maumere. This model also creates a more active, enjoyable learning atmosphere and promotes cooperation among students.

Keywords: *Teams Games Tournament*(TGT), learning activeness, Catholic Religious Education, Classroom Action Research.