

# Teams-games-tournament: The Team Learning Approach



## SOUNDS LEARNING USING TEAMS GAMES TOURNAMENT WITH FLASH CARD AS MEDIA AT THE 13<sup>th</sup> JUNIOR HIGH SCHOOL OF MAGELANG

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### ABSTRACT

The aim of this research is to know about students' response and the effectiveness of Teams Games Tournament learning model with Flash Card as media. This research type is Quasi Experimental Nonequivalent Group Design. The subject of the study is the students of 8 E and 8 F of the 13<sup>th</sup> junior high school of Magelang. The result of cognitive assessment showed that the classical learning achievement was 87% and the gained score was 0.46 which is included in media category. Value of Sig. (2-tailed) of Mann-Whitney U-Test is 0.01. It means that there is significant difference of academic achievement between the experiment group and the control group. The result of affective and psychomotoric assessments are included in good category at average score 75% and 71% respectively. Correlation among cognitive, affective, and psychomotoric learning achievement was strong at RScore of 0.684. Students' response toward the learning produced an average score at 74%, and it was included in good category. Based on the result, Teams Games Tournament learning model with Flash Card as media in learning about sounds at the 13<sup>th</sup> junior high school in Magelang is effective towards the learning achievement and the response of the 8 D graduates towards the learning is categorized as good.

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**Keywords:** Flash Card, Teams Games Tournament, Sounds

### INTRODUCTION

A material about sounds consists of two teaching parts, physics part which discusses the concept of sounds and biology part which discusses the sense of hearing. The basic competence that will be achieved is that the students are able to describe the concept of sounds in daily life of human senses and the relation to health. When reviewing previous studies, the material about sounds has obliged the students to memorize the theories and formulas. It causes the students to stumble upon great difficulties in understanding the concept and ultimately they feel uninterested in learning. Therefore, the students' learning achievement is still low.

That was proven by files of students' test score in the material about sounds in eighth grade in second semester for academic year 2013/2014 in the 13<sup>th</sup> junior high school of Magelang was 69. That score has not yet fulfilled the minimum score criterion, 75. The learning which should be done is a learning which is appropriate to BSNP instruction and based on direct experience or a fact. It is because the material related to the students' daily life, especially to the sense of hearing. The effort in creating it is by doing some varieties of learning method and using learning media.

Applying a variant learning method can increase the interest of the students in order they are actively involved in learning process, so the aims of learning is achieved. If a variety of learning method is conducted in a class, it will create a learning model. In learning process, a game is

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Teams-Games-Tournament: The Team Learning Approach (The Instructional Design Library, 37) [David L. DeVries] on lisamariekiss.com \*FREE\* shipping on.Check copyright status; Cite this. Title. Teams-games-tournament: the team learning approach / David L. DeVries [et al.]. Other Authors. DeVries, David L.Teams-games-tournament: The Team Learning Approach. Front Cover David L. DeVries Bibliographic information. QR code for Teams-games-tournament.potentially effective approach for teaching and learning. technologies -- TGT or Teams-Games-Tournaments -- in secondary schools of Bangladesh. same number of points to his or her team, regardless of which table it is; this means that .Team Game - place students in heterogeneous groups of by ability and have them review material during this team phase by selecting a.Teams-games-tournament: the team learning approach. Responsibility: David L. DeVries [et al.]. Imprint: Englewood Cliffs, N.J.: Educational Technology.TGT (Teams-Games- Tournaments) (DeVries & Slavin, ) This method is set of information or learning objectives, the students start learning as a team in.The Effects of Teams-Games-Tournaments on Achievement, Retention, and Attitudes of Economics Education Students. Article (PDF . cooperative learning methods on student learn-. ing. same teacher presentations and team work as in.APA Citation (style guide). DeVries, D. L. (). Teams-games-tournament: the team learning approach. Englewood Cliffs, N.J.: Educational Technology.Teams-Games-Tournament: The Team Learning Approach (The Instructional Design Library, 37) by David L. DeVries and a great selection of similar Used, New.cognitive skills. One particular student team approach which has improved student learning is TGT (Teams-Games-Tournament). A sizable body of research has.The effects of Teams-Games-Tournament (TGT), an instructional technique involving student teams and learning games, and individualized instruction were .DeVries D.L. and K.J. Edwards () "Learning games and student teams their b) "Team competition effects on classroom process" Report No Teams Games Tournament (TGT) is a cooperative learning winnings are tallied across teams and team champions are announced. Not only.Games-based learning has captured the interest of educationalists and games as they are perceived by some to be a potentially effective approach for.Teams-games-tournament: the team learning approach / David L. DeVries [et al.]. LB G3 T4 Cover Image. A basic reference shelf on simulation and.Unfortunately, until nowadays, most of the learning methods are still focusing on the transfer of science, not the (STAD) and Teams Games Tournament (TGT). STAD is In this model, students play the game with other team members to earn.Find great deals for Instructional Design Library: Teams-Games-Tournament: The Team Learning Approach by David L. DeVries (, Hardcover). Shop with .Product Identifiers. ISBN, ISBN, Key Details. Author, David L. DeVries. Number Of Pages, pages. Series, Instructional.Accordingly, cooperative learning with TGT method has successfully given positive contribution to Cooperative learning, Team Game Tournament (TGT) method, civics education . consists of creating

teams of four to five students and.Teams-Games-Tournament: The Team Learning Approach: Devries: Books -  
lisamarielkiss.comAbstract. Teams Games Tournament is one cooperative learning method . This research aims at  
investigating the effect of the use of Team Games Tournament.through a form of cooperative learning known as Team  
Game Tournament (TGT). the team. Keywords: Cooperative Learning, Teaching Methods, Student Attitudes. 1. .  
quizzes in STAD and through competitions between the teams in TGT.Teams-Games-Tournament: The Team Learning  
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