ABSTRAK

Penelitian ini bertujuan untuk mengetahui perbedaan keaktifan dan hasil belajar siswa melaui penerapan model *TGT* berbantuan media *Wordwall* pada mata pelajaran dasar-dasar kuliner. Jenis penelitian ini adalah kuasi eksperimen tipe *non-equivalent control group design* yang dilakukan pada siswa kelas X Kuliner 1 dan kelas X Kuliner 2 di SMK Nusa Dua. Teknik sampling penelitian menggunakan *purposive sampling*. Responden penelitian ini berjumlah 64 siswa. Pengumpulan data menggunakan observasi, kuesioner, tes dan dokumentasi. Teknik analisis adalah *Independent Sample T-Test.* Hasil penelitian menunjukkan terdapat peningkatan pada *pretest* di kelas eksperimen yang mana rerata keaktifan diperoleh sebesar 75, dan pada *posttest* diperoleh sebesar 81. Sedangkan pada *pretest* kelas kontrol, rerata keaktifan diperoleh sebesar 66, dan pada *posttest* diperoleh sebesar 67. Dari hasil pengukuran, terdapat peningkatan skor pada kelas eksperimen sebesar 6, dan pada kelas kontrol sebesar 1. Pada *pretest* kelas eksperimen rerata hasil belajar memperoleh nilai 73.79, dan pada *posttest* diperoleh sebesar 86.54. Sedangkan pada *pretest* kelas kontrol rerata hasil belajar diperoleh sebesar 74.29, dan pada *posttest* diperoleh sebesar 77.12. Dari hasil pengukuran tersebut, terdapat peningkatan skor pada kelas eksperimen sebesar 12.75 dan pada kelas kontrol sebesar 2.83. Hasil uji *Independent Sample T-Test* yang membandingkan *posttest* keaktifan menunjukkan terdapat perbedaan signifikan dengan signifikansi sebesar 0.004 dan 0.003 < 0.05, dan pada hasil belajar menunjukkan terdapat perbedaan nilai rerata pada kelas eksperimen sebesar 86.38 dan 77.00 pada kelas kontrol yang artinya keaktifan dan hasil belajar siswa yang diajar dengan model *TGT* berbantuan media *Wordwall* lebih tinggi dibandingkan hasil belajar siswa yang diajar dengan model konvensional.

Kata Kunci : Model Pembelajaran *TGT (Team Games Tournament),* Keaktifan, dan Hasil Belajar

ABSTRACT

This research aims to determine differences in student activity and learning outcomes through the application of the TGT model assisted by Wordwall media in culinary basics subjects. This type of research is a quasi-experimental type of non-equivalent control group design which was carried out on students in class X Culinary 1 and class X Culinary 2 at Nusa Dua Vocational School. The research sampling technique uses purposive sampling. The respondents for this research were 64 students. Data collection uses observation, questionnaires, tests and documentation. The analysis technique is the Independent Sample T-Test. The results of the research showed that there was an increase in the pretest in the experimental class where the average activity level was 75, and in the posttest it was 81. Meanwhile, in the control class pretest, the average activity level was 66, and in the posttest it was 67. From the measurement results, there was an increase the score in the experimental class was 6, and in the control class it was 1. In the pretest for the experimental class the average learning result was 73.79, and in the posttest it was 86.54. Meanwhile, in the control class pretest, the average learning outcome was 74.29, and in the posttest it was 77.12. From the results of these measurements, there was an increase in scores in the experimental class by 12.75 and in the control class by 2.83. The results of the Independent Sample T-Test which compares the activity posttest show that there is a significant difference with a significance of 0.004 and 0.003 < 0.05, and the learning results show that there is a difference in the mean value in the experimental class of 86.38 and 77.00 in the control class which means student activity and learning outcomes those taught using the TGT model assisted by Wordwall media were higher than the learning outcomes of students taught using the conventional model.

Keywords: TGT (Team Games Tournament) Learning Model, Activeness, and Learning Outcomes