**ABSTRAK**

Kurnia,Ilma.2018. Pengaruh Model Pembelajaran*Teams Games Tournament* Terhadap Hasil Belajar siswa di SMP Negeri 5 Bangkalan. Skripsi, Program StudiPendidikanMatematika, Program Sarjana, STKIP PGRI Bangkalan, Pembimbing: (I) Didik Hermanto, M.Pd (II) Nur Aini S, M.S.i

Kata Kunci : Pengaruh Model Pembelajaran *Teams Games Tournament,* Hasil Belajar

 Penelitian ini bertujuan untuk mengetahui ada atau tidaknya pengaruh model *Teams Games Tournament* terhadap hasil belajar siswa kelas IX-H SMP Negeri 5 Bangkalan pada materi luas dan volume tabung. Jenis penelitian ini adalah penelitian eksperimen dengan data kuantitatif. Metode pengumpulan data yang digunakanadalah metode tes.Tes dilakukan sebanyak dua kali yaitu sebelum diberi perlakuan *(Pretest)* dan setelah diberi perlakuan *(Posttest)*.Hasil uji hipotesis yang telah dilakukan menunjukkan bahwa ada pengaruh model *teams games tournament* terhadap hasil belajar. Hal tersebut dapat dilihat dari hasil perhitungan thitung  diperoleh nilai 16,65 sedangkan, ttabel  pada taraf signifikan 5% dengan dk = 26 diperoleh nilai 2,056.Setelah dibandingkan hasilnya menunjukkan bahwanilai thit = 16,65 tidak terletak pada interval -2,056 < thitung< 2,056 , sehingga H0 ditolak yang berarti ada pengaruh model *teams games tournament* terhadap hasil belajar. Dengan demikian, dapatdiambil kesimpulan bahwa ada pengaruh model *teams games tournament* terhadap hasil belajarsiswakelas IX-H SMP Negeri 5 Bangkalan pada materi luas dan volume tabung.

**ABSTRACT**

Kurnia, Ilma. 2018. The Influence of Teams Games Tournament Learning Method on Students’ Learning Achievement in SMPN 05 Bangkalan. Thesis, Mathematics Education Department, The Undergraduate Degree Program, STKIP PGRI Bangkalan, Supervisiors: (1) DidikHermanto M. Pd (II) NurAini S, M.S.i

**Keywords:**The Influence of Teams Games Tournament Learning Method, LearningAchievement

 This research aims to know the influence of teams games tournament learning method towards students’ learning achievement in class IX- H SMPN 05 Bangkalan about Materi on surface area and Tube Volume. It is an experimental research research using quantitative data. The data collection method is using test-retest method. This test contains two steps; the first step was the researcher gave pretest to the students before being given treatment and the second was posttest after being given treatment. The result of the hypotheses is that there is an influence of teams’ games tournament learning method. It can be seen on the result of tvaluegetting score 16.65 but, ttable ison the level of significance 5% with df=26 getting score 2.056. After being compared, the result shows that tvalue = 16.65 does not lie on the interval -2,056 < tvalue< 2.056. So, H0is rejected,meaning that teams games tournament has influence on students’ learning achievement. It can be concluded that teams games tournament method has influence on students’ learning achievement in class IX-H SMPN 05 Bangkalan in surface area and tube volume.