

CHAPTER I

INTRODUCTION

This chapter is presenting some background information related to the research. It describes four parts in this chapter namely background of the study, problem statement, objective of the study, significance of the study.

A. Background of the Study

There are many learning models that can improve motivation in learning English for student'. One of models that can be used by the teacher to improve the student's motivation is cooperative learning with using Team Games Tournament. This research aim to improve the student's motivation using Team Games Tournament model in learning English.

Cooperative learning are structured, systematic, and instructional strategies which are used at any grade level and in most school subjects (Slavin, 1986:14). The content of the cooperative learning using TGT model is the students are gathered to make a group in order to understand the material presented by the teacher. In a case, the model of cooperative learning can be used by the teacher to improve the student' motivation in learning English.

The motivation is one of the factors that influences of teaching learning process. High or low student's motivation in the study can influence the success of student. It can encourage student to improve learning goals. Therefore, motivation is a key of success in teaching learning process. Without the motivation, the aim of learning English is difficult to be reached. By having motivation it makes the student enjoy in learning especially in English. So, having the motivation in learning can push student to learn English well.

The importance of motivation in learning, it can be found some problem of motivation in learning English. There are many student' who

do not understand when they study English and they think that learning English is difficult. The low motivation in learning English makes student learning outcomes less satisfactory

There are several factor that influence student's learning motivation. The influencing factor is internal factor and external factor, internal factor comes from themselves whereas external factor that can come from teaching of the teacher and facility in the classroom.

The external factors that influence the motivation of students in learning with the learning model that teachers use in informing the lessons. By using a new learning model in the classroom, students will not feel bored and will be interested in the lessons that will be delivered by the teacher.

Team Games Tournament is a teaching method used by the teacher in learning process. It is used in the classroom by dividing the students into several teams. Every team consists of four or five students with different levels. Then, the teacher provides a learning topic that will be discussed in the classroom and each team has a master of each topic. After that the student will play academic game to get the point. There are many advantages using this method such as student becomes excited about learning, the student is not bored in the class, and the involvement of student in higher learning.

Based on observations and interviews conducted in X Accounting 1 class, some information related to the learning process of Accounting for Services Enterprise in X Accounting 1 class was obtained, including: learning process that were using speech method and question answer. Teachers did not apply different learning models except speech and question answer due to less knowledge about the various models of learning that can be done in the classroom. During the learning process, interactions took place one way in which students only as a listener and teacher was talking more. Only some students were actively responding to

questions from the teacher, while the other was busy to chat with friends, played mobile phone, and some were resting his head on the table. Learning conditions was not conducive, students cannot receive the material well. So, when teacher gave the examination, students could not get the optimal achievement.

Based on the research above the researcher is interested in researching “The Implementation of Cooperative Learning Using TGT Model for Improving Students’ Motivation in Learning English at the Tenth Grade of SMK Muhammadiyah Delanggu”.

B. Problem Statement

Based on the previous background of the study, the problems are as follows:

1. How is the implementation of cooperative learning with the TGT model to improve students’ motivation in learning English?
2. What are the difficulties of the implementation of cooperative learning using TGT model to improve students motivation in Learning English at the tenth grade of SMK Muhammadiyah Delanggu?

C. Objective of the Study

The objective of the study is to describe the implementation of cooperative learning with the TGT model and using TGT model to improve students’ motivation in learning English at the tenth grade of SMK Muhammadiyah Delanggu and their problem.

D. Significance of the Study

Based on the research, there are two significance from this research theoretically and practically.

1. Theoretical Significance

The results of this research are estimated to deliver experience and new perceptions in improving learning achievement through the

implementation of Team Game Tournament (TGT) type of cooperative learning model and could be used as guide line and consideration for other researcher.

2. Practical Significance

a. For English Teacher

- 1) This research gives an information to teachers about Team Games Tournament (TGT) type cooperative learning model.
- 2) This research gives an overview of systematic learning using Team Games Tournament (TGT) type cooperative learning model.
- 3) This research gives consideration to the teacher in determining the appropriate learning models for the learning process, so the desired learning objectives can be achieved optimally.

b. For Future Researcher

This study is a shape of knowledge that has been learned theoretically in the college and can be used as a reference for the implementation of a better education.