Hasil pelaksanaan observasi HASIL OBSERVASI *TEAM GAMES TOURNAMENT*

**Lampiran 7**

(PEMBERIAN BAHAN BACAAN I)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ASPEK YANG DIOBSERVASI | NAMA SISWA SESUAI URUT NAMA | | | | | | | | | | | | | | | | | | | | Jumlah | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |  | |
| * Kegiatan dalam team game tournaments |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  | |
| 1. Mengajukan pertanyaan |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | √ |  |  | | 1 | |
| 1. Menjawab pertanyaan |  | √ |  | √ |  |  | √ |  | √ |  | √ |  |  | √ |  |  | √ |  | √ |  | | 8 | |
| 1. Memberikan penjelasan | √ |  | √ |  | √ |  |  |  | √ |  |  | √ |  |  |  | √ |  | √ |  |  | | 7 | |
| 1. Memperagakan sesuatu |  | √ | √ |  | √ |  |  | √ |  | √ | √ |  |  |  |  |  | √ |  |  | √ | | 8 | |
| 1. Berbicara tahu waktu |  | √ |  | √ |  | √ | √ |  | √ | √ |  | √ |  |  | √ |  |  |  |  | √ | | 9 | |
| 1. Mau mendengar pendapat orang lain | √ |  |  |  | √ |  | √ | √ |  | √ | √ |  | √ | √ |  | √ | √ |  | √ |  | | 11 | |
| 1. Sabar menunggu giliran |  | √ | √ |  |  | √ |  |  |  |  |  |  | √ |  | √ |  |  |  |  |  | | 5 | |
| 1. Siswa tidak menganggu teman | √ |  |  | √ |  |  | √ | √ |  |  | √ | √ | √ | √ | √ | √ | √ |  | √ |  | | 12 | |
| 1. Bersedia mendukung pendapat orang lain |  | √ | √ |  | √ | √ |  |  | √ | √ | √ |  |  | √ |  |  | √ |  | √ |  | | 10 | |
| 1. Berpartisipasi aktif selama permainan berlangsung | √ | √ | √ | √ | √ |  | √ | √ |  | √ | √ | √ |  |  | √ |  | √ | √ | √ |  | | 14 | |
| 1. Bisa menimbulkan humor | √ |  | √ | √ |  | √ | √ |  | √ |  | √ | √ | √ | √ |  | √ |  | √ | √ | √ | | 14 | |
| 1. Sukarela mengikuti kegiatan | √ | √ | √ |  | √ | √ |  |  |  | √ | √ | √ | √ |  | √ |  | √ |  | √ | √ | | 13 | |
| 1. Kesediaan untuk berbicara |  |  | √ |  |  |  | √ | √ | √ |  | √ |  | √ |  | √ |  | √ | √ |  |  | | 9 | |
| 1. Bahasa tubuh terpusat pada pusat pembicaraan |  | √ | √ |  |  | √ |  | √ |  | √ |  | √ | √ |  | √ | √ |  | √ | √ |  | | 11 | |
| 1. Memberi ide baru | √ |  | √ |  |  | √ |  | √ | √ | √ |  | √ |  |  |  |  |  |  |  |  | | 5 | |
| 1. Mengajukan usul |  | √ |  |  |  |  | √ |  |  | √ |  | √ |  | √ |  |  |  |  |  |  | | 4 | |
| 1. Mengajukan alternative |  |  |  |  |  | √ |  | √ |  | √ |  | √ | √ | √ | √ |  | √ |  |  |  | | 7 | |
| 1. Mengambil prakarsa |  |  | √ | √ |  | √ | √ |  | √ |  |  |  |  |  |  |  | √ |  |  |  | | 4 | |
| Jumlah | 7 | 9 | 11 | 6 | 5 | 9 | 9 | 8 | 8 | 10 | 9 | 11 | 10 | 8 | 10 | 10 | 11 | 8 | 10 | 10 | |  | |

Keterangan : berilah tanda cek () pada setiap aspek yang muncul observer

Muh Asri, S.Pd

Hasil pelaksanaan observasi HASIL OBSERVASI *TEAM GAMES TOURNAMENT*

(PEMBERIAN BAHAN BACAAN II)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ASPEK YANG DIOBSERVASI | NAMA SISWA SESUAI URUT NAMA | | | | | | | | | | | | | | | | | | | | Jumlah |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| * Kegiatan dalam team game tournaments |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1. Mengajukan pertanyaan | √ |  | √ | √ | √ | √ |  | √ |  |  | √ |  | √ | √ | √ |  | √ | √ | √ |  | 13 |
| 1. Menjawab pertanyaan | √ | √ | √ | √ | √ |  | √ |  | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ |  | 15 |
| 1. Memberikan penjelasan | √ |  | √ |  | √ |  |  |  | √ |  |  | √ |  |  |  | √ |  | √ | √ |  | 8 |
| 1. Memperagakan sesuatu |  | √ | √ |  | √ |  |  | √ |  | √ | √ |  |  |  |  |  | √ |  | √ | √ | 9 |
| 1. Berbicara tahu waktu |  | √ |  | √ |  | √ | √ |  | √ | √ |  | √ |  |  | √ |  | √ |  |  | √ | 13 |
| 1. Mau mendengar pendapat orang lain | √ |  | √ | √ | √ |  | √ | √ |  | √ | √ |  | √ | √ | √ | √ | √ |  | √ |  | 11 |
| 1. Sabar menunggu giliran |  | √ | √ |  |  | √ |  |  |  |  |  |  | √ |  | √ | √ | √ |  |  |  | 7 |
| 1. Siswa tidak menganggu teman | √ |  | √ | √ | √ |  | √ | √ |  |  | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | 14 |
| 1. Bersedia mendukung pendapat orang lain |  | √ | √ |  | √ | √ |  |  | √ | √ | √ |  |  | √ |  |  | √ |  | √ | √ | 12 |
| 1. Berpartisipasi aktif selama permainan berlangsung | √ | √ | √ | √ | √ |  | √ | √ |  | √ | √ | √ |  |  | √ | √ | √ | √ | √ | √ | 16 |
| 1. Bisa menimbulkan humor | √ | √ | √ | √ |  | √ | √ |  | √ |  | √ | √ | √ | √ |  | √ |  | √ | √ | √ | 15 |
| 1. Sukarela mengikuti kegiatan | √ | √ | √ | √ | √ | √ | √ |  |  | √ | √ | √ | √ |  | √ |  | √ |  | √ | √ | 15 |
| 1. Kesediaan untuk berbicara |  |  | √ | √ | √ |  | √ | √ | √ |  | √ |  | √ | √ | √ |  | √ | √ | √ | √ | 12 |
| 1. Bahasa tubuh terpusat pada pusat pembicaraan |  | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ |  | 12 |
| 1. Memberi ide baru | √ |  | √ |  |  | √ |  | √ | √ | √ |  | √ |  |  |  |  |  | √ |  |  | 6 |
| 1. Mengajukan usul |  | √ |  |  |  |  | √ | √ | √ | √ |  | √ | √ | √ |  |  |  |  |  |  | 6 |
| 1. Mengajukan alternative |  |  | √ | √ |  | √ |  | √ |  | √ |  | √ | √ | √ | √ |  | √ |  |  |  | 8 |
| 1. Mengambil prakarsa |  |  | √ | √ |  | √ | √ |  | √ |  |  |  |  |  |  |  | √ |  |  |  | 6 |
| Jumlah | 9 | 10 | 13 | 12 | 10 | 8 | 11 | 11 | 8 | 10 | 12 | 11 | 9 | 12 | 11 | 11 | 11 | 9 | 14 | 11 |  |

Keterangan : berilah tanda cek () pada setiap aspek yang muncul observer

Muh Asri, S.Pd

Hasil pelaksanaan observasi HASIL OBSERVASI *TEAM GAMES TOURNAMENT*

(PEMBERIAN BAHAN BACAAN III)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ASPEK YANG DIOBSERVASI | NAMA SISWA SESUAI URUT NAMA | | | | | | | | | | | | | | | | | | | | Jumlah |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| * Kegiatan dalam team game tournaments |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1. Mengajukan pertanyaan | √ |  | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ | √ | √ |  | √ | √ | √ | √ | 17 |
| 1. Menjawab pertanyaan | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ |  | 17 |
| 1. Memberikan penjelasan | √ | √ | √ |  | √ |  |  |  | √ |  |  | √ |  |  |  | √ |  | √ | √ |  | 9 |
| 1. Memperagakan sesuatu | √ | √ | √ |  | √ |  |  | √ |  | √ | √ |  | √ |  | √ |  | √ |  | √ | √ | 11 |
| 1. Berbicara tahu waktu |  | √ |  | √ |  | √ | √ |  | √ | √ |  | √ |  |  | √ |  | √ |  |  | √ | 11 |
| 1. Mau mendengar pendapat orang lain | √ |  | √ | √ | √ |  | √ | √ |  | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ | 15 |
| 1. Sabar menunggu giliran |  | √ | √ |  |  | √ |  |  |  |  |  |  | √ |  | √ | √ | √ |  |  |  | 12 |
| 1. Siswa tidak menganggu teman | √ | √ | √ | √ | √ |  | √ | √ | √ |  | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | 16 |
| 1. Bersedia mendukung pendapat orang lain |  | √ | √ |  | √ | √ | √ | √ | √ | √ | √ |  |  | √ |  | √ | √ |  | √ | √ | 14 |
| 1. Berpartisipasi aktif selama permainan berlangsung | √ | √ | √ | √ | √ |  | √ | √ |  | √ | √ | √ |  | √ | √ | √ | √ | √ | √ | √ | 17 |
| 1. Bisa menimbulkan humor | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ |  | √ | √ | √ | 16 |
| 1. Sukarela mengikuti kegiatan | √ | √ | √ | √ | √ | √ | √ |  |  | √ | √ | √ | √ |  | √ |  | √ |  | √ | √ | 16 |
| 1. Kesediaan untuk berbicara |  |  | √ | √ | √ |  | √ | √ | √ |  | √ |  | √ | √ | √ |  | √ | √ | √ | √ | 13 |
| 1. Bahasa tubuh terpusat pada pusat pembicaraan | √ | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ |  | 13 |
| 1. Memberi ide baru | √ |  | √ |  |  | √ |  | √ | √ | √ |  | √ |  |  |  | √ | √ | √ |  |  | 8 |
| 1. Mengajukan usul |  | √ |  |  | √ |  | √ | √ | √ | √ |  | √ | √ | √ | √ |  |  |  |  |  | 8 |
| 1. Mengajukan alternative |  |  | √ | √ |  | √ |  | √ |  | √ |  | √ | √ | √ | √ |  | √ |  | √ |  | 11 |
| 1. Mengambil prakarsa |  |  | √ | √ |  | √ | √ |  | √ |  |  |  |  |  |  |  | √ |  |  | √ | 7 |
| Jumlah | 14 | 15 | 15 | 11 | 11 | 8 | 14 | 14 | 8 | 15 | 15 | 14 | 14 | 13 | 13 | 10 | 14 | 10 | 15 | 14 |  |

Keterangan : berilah tanda cek () pada setiap aspek yang muncul observer

Muh Asri, S.Pd

Hasil pelaksanaan observasi HASIL OBSERVASI *TEAM GAMES TOURNAMENT*

(PEMBERIAN BAHAN BACAAN IV)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ASPEK YANG DIOBSERVASI | NAMA SISWA SESUAI URUT NAMA | | | | | | | | | | | | | | | | | | | | Jumlah |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| * Kegiatan dalam team game tournaments |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1. Mengajukan pertanyaan | √ |  | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | 20 |
| 1. Menjawab pertanyaan | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | 20 |
| 1. Memberikan penjelasan | √ | √ | √ |  | √ | √ |  | √ | √ |  |  | √ |  | √ | √ | √ |  | √ | √ |  | 16 |
| 1. Memperagakan sesuatu | √ | √ | √ |  | √ |  |  | √ |  | √ | √ |  | √ |  | √ |  | √ |  | √ | √ | 13 |
| 1. Berbicara tahu waktu |  | √ |  | √ |  | √ | √ |  | √ | √ |  | √ |  |  | √ |  | √ |  |  | √ | 12 |
| 1. Mau mendengar pendapat orang lain | √ |  | √ | √ | √ |  | √ | √ |  | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ | 18 |
| 1. Sabar menunggu giliran |  | √ | √ |  |  | √ |  |  |  |  |  |  | √ |  | √ | √ | √ |  |  |  | 15 |
| 1. Siswa tidak menganggu teman | √ | √ | √ | √ | √ |  | √ | √ | √ |  | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | 19 |
| 1. Bersedia mendukung pendapat orang lain |  | √ | √ |  | √ | √ | √ | √ | √ | √ | √ |  |  | √ |  | √ | √ |  | √ | √ | 16 |
| 1. Berpartisipasi aktif selama permainan berlangsung | √ | √ | √ | √ | √ |  | √ | √ |  | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | 20 |
| 1. Bisa menimbulkan humor | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ | √ | √ | √ |  | √ |  | √ | √ | √ | 17 |
| 1. Sukarela mengikuti kegiatan | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | √ | √ | 20 |
| 1. Kesediaan untuk berbicara |  |  | √ | √ | √ |  | √ | √ | √ |  | √ |  | √ | √ | √ |  | √ | √ | √ | √ | 15 |
| 1. Bahasa tubuh terpusat pada pusat pembicaraan | √ | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ | √ | √ | √ |  | √ | √ |  | 15 |
| 1. Memberi ide baru | √ |  | √ |  |  | √ |  | √ | √ | √ |  | √ |  |  |  | √ | √ | √ |  |  | 11 |
| 1. Mengajukan usul |  | √ |  |  | √ |  | √ | √ | √ | √ | √ | √ | √ | √ | √ |  |  |  |  | √ | 12 |
| 1. Mengajukan alternative |  |  | √ | √ |  | √ |  | √ |  | √ |  | √ | √ | √ | √ | √ | √ |  | √ |  | 14 |
| 1. Mengambil prakarsa |  |  | √ | √ |  | √ | √ |  | √ |  |  |  | √ |  |  |  | √ | √ |  | √ | 10 |
| Jumlah | 16 | 17 | 18 | 16 | 16 | 15 | 16 | 15 | 8 | 16 | 15 | 17 | 18 | 16 | 15 | 14 | 16 | 16 | 17 | 17 |  |

Keterangan : berilah tanda cek () pada setiap aspek yang muncul observer

Muh Asri, S.Pd

HASIL ANALISIS DATA OBSERVASI PELAKSANAAN

METODE TEAM GAMES TOURNAMENT (TGT)

1. Analisa data observasi individu dalaM persen (%)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Responden | Presentase | | | |
| Per I | Per II | Per III | Per IV |
| 1 | 38,88 % | 50% | 77.77% | 88,88 % |
| 2 | 50% | 55,55% | 83,33% | 94,44% |
| 3 | 61,11% | 72,22% | 83,33% | 100% |
| 4 | 33,33% | 66,66% | 61,11% | 88,88% |
| 5 | 27,77% | 55,55% | 61,11% | 88,88% |
| 6 | 50% | 44,44% | 44,44% | 83,33% |
| 7 | 50% | 61,11% | 77,77% | 88,88% |
| 8 | 44,45% | 61,11% | 77,77% | 83,33% |
| 9 | 44,44% | 66,66% | 88,88% | 94,44% |
| 10. | 55,55% | 72,22% | 83,33% | 88,88% |
| 11 | 50% | 55,55% | 83,33% | 83,33% |
| 12 | 61,11% | 66,66% | 88,88% | 94,44% |
| 13 | 55,55% | 61,11% | 77,77% | 100% |
| 14 | 44,44% | 50% | 77,77% | 88,88% |
| 15 | 55,55% | 66,66% | 72,22% | 83,33% |
| 16 | 55,55% | 61,11% | 72,22% | 77,77% |
| 17 | 61,11% | 61,11% | 77,77% | 88,88% |
| 18 | 44,44% | 50% | 55,55% | 88,88% |
| 19 | 55,55% | 77,77% | 83,33% | 94,44% |
| 20 | 55.55% | 61,11% | 77,77% | 94,44% |

1. Gambaran tingkat presentase siswa saat pelaksanaan *Team Games Tournaments* (TGT) berdasarkan hasil analisis presentase individual

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Presentase | kriteria | Pertemuan | | | |
| I | II | III | IV |
| 80% - 100% | Sangat tinggi | 0 | 2 | 7 | 17 |
| 60% - 80% | Tinggi | 3 | 12 | 11 | 3 |
| 40% -59% | Sedang | 14 | 6 | 2 | 0 |
| 20% - 39% | Rendah | 3 | 0 | 0 | 0 |
| 0 % - 19% | Sangat rendah | 0 | 0 | 0 | 0 |
| Jumlah | | 20 | 20 | 20 | 20 |

1. Analisis data observasi kelompok dalam persen (%)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspek yang diobservasi | Pertemuan | | | |
| I | II | III | IV |
| 1. Mengajukan pertanyaan | 50% | 65% | 85% | 100% |
| 1. Menjawab pertanyaan | 40% | 75% | 85% | 100% |
| 1. Memberikan penjelasan | 35% | 40% | 45% | 80% |
| 1. Memperagakan sesuatu | 40% | 45% | 55% | 65% |
| 1. Berbicara tahu waktu | 45% | 50% | 55% | 60% |
| 1. Mau mendengar pendapat orang lain | 55% | 65% | 75% | 90% |
| 1. Sabar menunggu giliran | 25% | 35% | 60% | 75% |
| 1. Siswa tidak menganggu teman | 60% | 70% | 80% | 95% |
| 1. Bersedia mendukung pendapat orang lain | 50% | 60% | 70% | 80% |
| 1. Berpartisipasi aktif selama permainan berlangsung | 70% | 80% | 85% | 100% |
| 1. Bisa menimbulkan humor | 70% | 75% | 80% | 85% |
| 1. Sukarela mengikuti kegiatan | 65% | 75% | 80% | 100% |
| 1. Kesediaan untuk berbicara | 45% | 60% | 65% | 75% |
| 1. Bahasa tubuh terpusat pada pusat pembicaraan | 55% | 60% | 65% | 75% |
| 1. Memberi ide baru | 25% | 30% | 40% | 55% |
| 1. Mengajukan usul | 20% | 30% | 40% | 60% |
| 1. Mengajukan alternative | 35% | 40% | 55% | 70% |
| 1. Mengambil prakarsa | 20% | 30% | 35% | 50% |