

# Upaya meningkatkan hasil belajar PLH dengan menggunakan model pembelajaran kooperatif modifikasi team game turnamen (TGT), numbered heads together (NHT) dan mind map yang memanfaatkan media pembelajaran interactive whiteboards (IWBs) dan mouse mischief di kelas VIII.3 SMPN 14 Depok

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## Abstrak

Objective of research is to improve environmental learning in school. Research was carried out in the second grade. Method used by action research in classroom. Results of the study concluded three things: a) learning model cooperative implementation of modifications to the Team Games Tournament (TGT), Numbered Heads Together (NHT), and Mind Map can create learning outcomes achieved; cycle 1 with an average value of 78 with learning 61% and in cycle 2 with an average value of 84 with 82%, results in affective learning cycle 1 with an average achieved 62 with tiredness learn 100%, and in cycle 2 with an average rating of 67.9 with tiredness learn 100%, b) the implementation of cooperative learning model modification TGT, NHT, and Mind map successfully delivers solutions in improving students enthusiasm in learning activities with enthusiasm the students achieve up to 90%, and c) teachers are able to implement Cooperative learning model modification of TGT, NHT, and Mind Map that leverages learning Interactive media White boards (IWBs) and Mouse Mischief to good use. The result of processing and analysis it was found that the use of cooperative learning model modification of TGT, NHT, and mind map that leverages learning Interactive media White boards (IWBs) and Mouse Mischief can improve learning and Environmental Education students get good results and active/enthusias while learning.