

ABSTRACT

JELITA SATRIA BR HUTABARAT, NPM : 1605030288, Comparative Learning Student by Using cooperative learning type *Team Games Tournament* (TGT) with cooperative learning *Mind Mapping* in class IV SDN 101772 Tanjung Selamat Academic Year 2019/2020.

The problem in this study is the results of a student's especially science subjects style matter affects the shape of things class IV SDN 101772 Tanjung Selamat Academic Year 2019/2020, still slow. One factor is that students are bored and not interested in material giving. The purpose of this research is to the results of learning by using a cooperative learning type *Team Games Tournament* (TGT), this research is to the results of learning by using a cooperative learning type *Mind Mapping* and this research is to what the results of learning students by using a cooperative learning type *Team Games Tournament* (TGT) to compare with a *Mind Mapping* in style material influences the shape of objects in natural science subjects in class IV SDN 101772 Tanjung Selamat .

The research was conducted in a class IV SDN 101772 Tanjung Selamat Academic Year 2019/2020 in January 20-21 semesters reaches Academic Year 2019/2020, population in this research is the whole students class IV SDN 101772 Tanjung Selamat there were 50 people divided into two parallel classes. Where the classes IVA numbered 25 people and classes IVB numbered 25 people. The type of research used is quasi experiment (quasi experiment) by using a cooperative learning type *Team Games Tournament* (TGT) and *Mind Mapping* with data collection tool in the test from of essay.

From the results of data analysis Hypothesis test obtained The average value of students who were taught by using cooperative learning type *Team Games Tournament* (TGT) 85,16 and *Mind Mapping* 73,96. It is thus inferred that the students learning results cooperative learning type *Team Games Tournament* (TGT) better than learning students use *Mind Mapping* especially science subjects style matter affects the shape of things class IV SDN 101772 Tanjung Selamat Academic Year 2019/2020.

Keywords : The Results of Learning, cooperative learning type *Team Games Tournament* (TGT), cooperative learning type *Mind Mapping*.