

THE IMPROVING OF STUDENTS' CHARACTER THROUGH THE
LECTURES OF PANCASILA EDUCATION USING THE COOPERATIVE
STUDY METHOD TEAMS GAMES TOURNAMENT (TGT)

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Abstract

This research is meant (1) to instill character education into the lectures of Pancasila Education (2) to build the character of the students and (3) to enable the instilling of understanding and consciousness in students regarding the importance of observing moral values, so that finally the students 'become' people with high morals.

The type of research used is Classroom Action Research, which is done collaboratively between the researcher and the members of the research. The action in this research is through the application of the cooperative learning model type TGT with the purpose of increasing the ability of the students in solving problems related to the comprehension and implementation of character education.

The subject for this research are the students from the UNY Special Education Program, who are undergoing lectures in Pancasila Education Odd Semester Year 2010. The research was carried out in October to November 2010.

The pre-test, post-test Cycle I and test Cycle II showed that the study performance of the students from the UNY Special Educations Program has improved and has fulfilled the success indicator for the studying of character education, with the elements in diligence in observing religious service, responsibility and care for others. The main target of this research was hence achieved, i.e. the study performance in character education for the Special Education Program students taking the lecture course Pancasila Education has improved.

Keywords: Character education, Teams Games Tournaments.