

ABSTRACT

This study aims to produce a TGT cooperative learning tool on basic subjects of graphic design assisted by kahoot media for class X at Al-Hikam Vocational School. This type of research uses a learning device development model which is adapted from the 4-D model development model which consists of define, design, develop, and disseminate stages. The learning tools in this study are to get valid, practical, and effective learning tools so that they are used by teachers in schools. However, researchers were unable to conduct trials to obtain effectiveness data due to a Covid-19 virus outbreak. It can only be a small trial on 5 students. This research is based on the results of observations at school with the obstacles faced by students. This research resulted in a basic graphic design learning tool that includes RPP, LKK, THB, student response questionnaires, teacher activity observation sheets and student activity sheets. The percentage for validity obtained RPP 81.5%, LKK 84%, THB 82.22%, 76.66% student response questionnaire, 80.9% teacher activity sheet and 80% student activity sheet. For practicality, it is concluded that the devices that have been developed are in the "practical" category. Whereas the small trial of LKK obtained a percentage of 86%. So it can be concluded that the device developed can be used by schools.

Keywords: *development, game team tournaments, TGT type cooperative learning tools*