THE EFFECT OF TEAM GAMES TOURNAMENT (TGT) TYPE COOPERATIVE LEARNING MODEL ASSISTED BY BAAMBOOZLE APPLICATION ON THE ABILITY TO UNDERSTAND SCIENCE CONCEPTS OF STUDENTS IN ELEMENTARY SCHOOL

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ABSTRACT

This study Conducted with grade V students at SDN 188 Bandung Baru, the study was motivated by the low level of science concept comprehension, as seen in daily test scores—most of which were below the minimum passing grade. Traditional science learning tended to rely heavily on textbooks and lacked student engagement. This study aims to assess students' understanding of science concepts through the Team Games Tournament (TGT) cooperative learning model assisted by the Baamboozle application, focusing on respiratory and digestive system topics. Using a quantitative approach with a quasi-experimental method and a Non-Equivalent Control Group design, the study involved an experimental class and a control class. The learning process in the experimental class was rated as "very good" by 91.5% of students and 96.2% of teachers, while the control class received similar ratings from 88.88% of students and 98.82% of teachers. The Mann-Whitney test yielded a significance value of 0.003, indicating a significant difference between the two groups. The experimental class achieved a higher average score (82.31) compared to the control class (66.00), with a difference of 16.31%.Moreover, there was a 61,8% increase in conceptual understanding in the experimental class, compared to only a 27% increase in the control class. The TGT model assisted by Baamboozle showed an effect size of 2.16, categorized as very large. Therefore, this model can be considered an effective method and medium for enhancing science learning in elementary schools.

Keywords: Team Games Tournament learning model, Baaboozle, understanding of science concepts, natural and social sciences