

PENGARUH MODEL KOOPERATIF TIPE *TEAM GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA KARTU KATA TERHADAP KEMAMPUAN MEMBACA PERMULAAN PESERTA DIDIK SEKOLAH DASAR

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ABSTRAK

Penelitian ini dilatar belakangi oleh permasalahan yang ditemukan pada kelas 2 di SDN 033 Asmi Bandung yaitu kurangnya kemampuan membaca permulaan peserta didik. Tujuan dari penelitian ini untuk pengaruh kemampuan membaca peserta didik sekolah dasar melalui penerapan model pembelajaran Kooperatif Tipe *Team Games Tournament* (TGT) berbantuan media kartu kata terhadap kemampuan membaca peserta didik. Jenis penelitian yang digunakan yaitu *quasi ekperiment*. Populasi yang digunakan yaitu seluruh peserta didik di kelas 2 SDN 033 Asmi Bandung dan sampel yang digunakan oleh peneliti yaitu kelas 2C yang dimana menjadi kelas eksperimen dan kelas 2D menjadi kelas kontrol. Sampel pada penelitian ini menggunakan teknik *random sampling*. Data dikumpulkan melalui hasil *pretest*, *posstest* dan lembar observasi kemudian kemudian di analisis menggunakan uji normalitas, homogenitas, uji hipotesis, ujin-gain dan uji effect size. Hasil penelitian menunjukkan bahwa penggunaan model Kooperatif Tipe *Team Games Tournament* (TGT) berbantuan media Kartu Kata terhadap peserta didik yang tidak menggunakan model konvensional, nilai *pretest* rata-rata kelas 2C 54,07 sedangkan pada hasil *posttest* 84,57. Pada kelas 2D ddengan nilai *pretest* 53,86 sedangkan hasil *posttest* dengan rata-rata 67,36. Hasil penelitian menunjukkan bahwa penggunaan model Kooperatif Tipe *Team Games Tournament* berbantuan media kartu kata dengan peserta didik yang menggunakan model konvensional memiliki pengaruh dengan niali n-gain kelas 2C 64% dikategorikan sedang dan nilai kelas 2D sebesar 23% dikategorikan rendah. Hasil penelitian selanjutnya menunjukkan bahwa penggunaan model Kooperatif Tipe *Team Games Tournament* berbantuan media Kartu kata memiliki pengaruh dengan nilai *effect size* sebesar 2,51 ddengan kategori tinggi.

Kata kunci: kooperatif tipe *team games toutnament*, kartu kata, kemampuan membaca permulaan.

**THE EFFECT OF TEAM GAMES TOURNAMENT (TGT) TYPE
COOPERATIVE MODEL USING WORD CARDS ON ELEMENTARY
SCHOOL STUDENTS' BEGINNING READING ABILITY**

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ABSTRACT

This research is motivated by the problems found in grade 2 at SDN 033 Asmi Bandung, namely the lack of reading ability of beginner students. The purpose of this study is to influence the reading ability of elementary school students through the application of the Team Games Tournament (TGT) Type Cooperative Learning Model assisted by word cards on students' reading ability. The type of research used is quasi-experimental. The population used is all students in grade 2 of SDN 033 Asmi Bandung and the sample used by the researcher is class 2C which is the experimental class and class 2D is the control class. The sample in this study uses random sampling technique. Data were collected through pretest, posttest and observation sheets and then analyzed using normality test, homogeneity test, hypothesis test, n-gain test and effect size test. The results showed that the use of the Team Games Tournament (TGT) Cooperative model assisted by Word Card media for students who did not use conventional models, the average pretest value of class 2C was 54.07 while the posttest results were 84.57. In class 2D with a pretest value of 53.86 while the posttest results were 67.36 on average. The results showed that the use of the Team Games Tournament Cooperative model assisted by word card media with students who used conventional models had an influence with a n-gain value of class 2C of 64% categorized as moderate and a class 2D value of 23% categorized as low. The results of further research showed that the use of the Team Games Tournament Cooperative model assisted by word card media had an influence with an effect size value of 2.51 with a high category.

Keywords: kooperatif tipe *team games tournament*, word cards, reading ability, word cards.

**PANGARUH MODEL KOOPERATIF TIPE TEAM GAMES
TOURNAMENT (TGT) BERBANTUAN MEDIA KARTU
SANGGEM KA PANGABISA MAOS PERMULAAN PESERTA
DIDIK SAKOLA DASAR**

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RINGKESAN

Panalungtikan ieu dilatar belakangi ku masalah anu kapanggih dina kelas 2 di SDN 033 Asmi Bandung yaktos kirang na pangabisa maos permulaan peserta didik. Tujuan ti panalungtikan ieu kanggo pangaruh pangabisa maos peserta didik sakola dasar ngaliwatan penerapan model pembelajaran Kooperatif Tipe Team Games Tournament (TGT) berbantuan media kartu sanggem ka pangabisa maos peserta didik. Rupi panalungtikan anu dipake yaktos quasi ekperiment. Populasi anu dipake yaktos sakumna peserta didik di kelas 2 SDN 033 Asmi Bandung sarta sampel anu dipake ku peneliti yaktos kelas 2C anu di mana barobah kaayaan kelas ekperimen sarta kelas 2D barobah kaayaan kelas kontrol. Sampel dina panalungtikan ieu ngagunakeun teknik random sampling. Data dikumpulkeun ngaliwatan kenging pretest, posstest sarta lambar observasi saterusna saterusna di analisis ngagunakeun uji normalitas, homogenitas, uji hipotesis, ujin-gain sarta uji *effect size*. Kenging panalungtikan nunjukkeun yen pamakean model Kooperatif Tipe *Team Games Tournament* (TGT) berbantuan media Kartu Sanggem ka peserta didik anu henteu ngagunakeun model konvensional, peunteun prettest rata-rata kelas 2C 54,07 sedengkeun dina kenging posttest 84,57. Dina kelas 2D dengan peunteun pretest 53,86 sedengkeun kenging posttest kalawan rata-rata 67,36. Kenging panalungtikan nunjukkeun yen pamakean model Kooperatif Tipe *Team Games Tournament* berbantuan media kartu sanggem kalawan peserta didik anu ngagunakeun model konvensional ngabogaan pangaruh kalawan niali n-gain kelas 2c 64% dikategorikeun nuju sarta peunteun kelas 2d sagede 23% dikategorikeun pendek. Kenging panalungtikan selanjutnya nunjukkeun yen pamakean model Kooperatif Tipe *Team Games Tournament* berbantuan media Kartu sanggem ngabogaan pangaruh kalawan peunteun *effect size* sagede 2,51 dengan kategori luhur.

Sanggem kunci: kooperatif tipe *team games tournament*, kartu sanggem, pangabisa maos permulaan.