

**THE INFLUENCE OF THE TEAMS GAMES TOURNAMENT (TGT)
COOPERATIVE LEARNING MODEL ON ENHANCING
SCIENCE LEARNING ACHIEVEMENT OF
FOURTH-GRADE ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This study was conducted due to observations showing low learning outcomes among fourth-grade students in IPAS subjects at SD Nugraha. The main objective was to analyze the effect of the Teams Games Tournament (TGT) cooperative learning model on the learning outcomes of fourth-grade students at SD Nugraha. The TGT model was chosen because it is a cooperative learning approach that integrates elements of games and competition into the learning process, thereby increasing student engagement, collaboration, and conceptual understanding. The research population consisted of all fourth-grade students in classes IV A and IV B at SD Nugraha, with samples selected using the saturated sampling technique. The research method used was quasi-experimental with a nonequivalent control group design. The instruments used in this study included tests in the form of multiple-choice and drag-the-words, as well as non-test instruments such as observation sheets and questionnaires. Student learning data were collected through pretests and posttests, then analyzed using statistical tests including normality test, homogeneity test, two mean comparison test (t-test), and hypothesis testing to determine if there were significant differences between the control and experimental groups. The results showed that the TGT experimental class performed significantly better than the control class ($p < 0.05$), with an average increase of 48% in the experimental class compared to 36% in the control class. Hypothesis testing using the two mean comparison tests showed a value of $0.030 < 0.05$, thus H_1 was accepted, indicating a significant difference in average learning outcomes between the experimental and control classes. Based on these results, it can be concluded that the TGT cooperative model assisted by Klasmart media can significantly improve the learning outcomes of fourth-grade students at SD Nugraha.

Keywords: Cooperative Learning, Teams Games Tournament, IPAS Education, Elementary School