

PENGARUH MODEL *COOPERATIVE LEARNING* TIPE *TEAM GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA QUIZWHIZZER TERHADAP HASIL BELAJAR MATEMATIKA
(Penelitian Kuasi Eksperimen Murid Kelas IV SD Mathala'ul Khoeriyah)

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar matematika murid kelas IV SD serta pembelajaran yang masih berpusat pada guru dan kurang memanfaatkan model serta media inovatif. Penelitian ini bertujuan untuk mendeskripsikan proses pembelajaran, mengetahui perbedaan rata-rata hasil belajar, dan mengukur pengaruh model *Cooperative Learning* tipe *Team Games Tournament* (TGT) berbantuan media Quizwhizzer terhadap hasil belajar matematika murid kelas IV SD. Pendekatan penelitian ini adalah kuantitatif dengan metode kuasi eksperimen dan desain *nonequivalent control group design*. Populasi penelitian adalah seluruh murid kelas IV SD Mathala'ul Khoeriyah. Sampel penelitian berjumlah 51 murid, terdiri atas 25 murid kelompok eksperimen dan 26 murid kelompok kontrol. Teknik pengumpulan data dilakukan melalui tes, observasi, dan dokumentasi. Analisis data meliputi uji normalitas, uji homogenitas, dan uji *effect size*. Berdasarkan hasil penelitian yang diperoleh bahwa gambaran proses pembelajaran menggunakan model *Cooperative learning* tipe *Team Games Tournament* (TGT) berbantuan media Quizwhizzer dengan sangat baik dengan nilai rata-rata hasil observasi guru sebesar 85,25% dan murid sebesar 94,5%, serta pembelajaran model *Direct Instruction* dengan rata-rata hasil observasi guru sebesar 84,5% dan murid sebesar 92%, serta terdapat perbedaan rata-rata signifikan hasil belajar matematika murid menggunakan model pembelajaran *Cooperative learning* tipe *Team Games Tournament* (TGT) berbantuan media Quizwhizzer, dan terdapat pengaruh penggunaan model pembelajaran *Cooperative learning* tipe *Team Games Tournament* (TGT) berbantuan media Quizwhizzer dengan nilai 0,887 dalam uji *effect size* dengan kategori tinggi. Sehingga dapat disimpulkan bahwa terdapat pengaruh penggunaan model pembelajaran *Cooperative learning* tipe *Team Games Tournament* (TGT) berbantuan media Quizwhizzer terhadap hasil belajar matematika murid kelas IV SD.

Kata Kunci: *Cooperative learning* tipe *Team Games Tournament* (TGT), Quizwhizzer, Hasil Belajar Matematika

**THE EFFECT OF COOPERATIVE LEARNING MODEL TYPE TEAM GAMES
TOURNAMENT (TGT) SUPPORTED BY QUIZWHIZZER MEDIA ON
MATHEMATICS LEARNING OUTCOMES**
*(Quasi-Experimental Study of Fourth Grade Students at SD Mathala'ul
Khoeriyah)*

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ABSTRACT

This research is motivated by the low mathematics learning outcomes of fourth-grade elementary school students and learning that is still teacher-centered and does not make much use of innovative models and media. This study aims to describe the learning process, find out the differences in average learning outcomes, and measure the effect of the Team Games Tournament (TGT) type Cooperative Learning model assisted by Quizwhizzer media on the mathematics learning outcomes of fourth-grade elementary school students. The research approach is quantitative with a quasi-experimental method and a nonequivalent control group design. The research population is all fourth-grade students at Mathala'ul Khoeriyah Elementary School. The research sample consisted of 51 students, comprising 25 students in the experimental group and 26 students in the control group. Data collection techniques were carried out through tests, observations, and documentation. Data analysis included normality tests, homogeneity tests, and effect size tests. Based on the results obtained, the description of the learning process Learning using the Cooperative Learning model, Team Games Tournament (TGT) type assisted by Quizwhizzer media, went really well with an average observation score from teachers of 85.25% and students of 94.5%, while learning with the Direct Instruction model had average observation scores of 84.5% from teachers and 92% from students. There was a significant difference in the average math learning outcomes of students using the Cooperative Learning model, Team Games Tournament (TGT) type with Quizwhizzer media. Also, the use of this Cooperative Learning model had an effect size value of 0.887, which is categorized as high. So, it can be concluded that using the Cooperative Learning model, Team Games Tournament (TGT) type with Quizwhizzer media has an impact on the math learning outcomes of 4th-grade elementary school students.

Keywords: Cooperative learning of the Team Games Tournament (TGT) type, Quizwhizzer, Mathematics Learning Outcomes

PANGARUH MODÉL COOPERATIVE LEARNING TIPE TEAM GAMES
TOURNAMENT (TGT) DIBANTU KU MÉDIA QUIZWHIZZER KANA HASIL
DIAJAR MATEMATIKA

(Panalungtikan Kuasi Ékspérimén ka Murid Kelas IV SD Mathala'ul Khoeriyah)

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ABSTRAK

Ieu panalungtikan dilatarbelakangan ku handapna hasil diajar matematika murid kelas IV SD sarta prosés pangajaran anu masih museur ka guru jeung can optimal dina ngamangpaatkeun modél katut média pangajaran anu inovatif. Tujuan ieu panalungtikan nyaéta pikeun ngadéskripsikeun prosés pangajaran, mikanyaho bédana rata-rata hasil diajar, sarta ngukur pangaruh modél Cooperative Learning tipe Team Games Tournament (TGT) dibantuan ku média Quizwhizzer kana hasil diajar matematika murid kelas IV SD. Pamarekan anu digunakeun dina ieu panalungtikan nyaéta kuantitatif kalayan métode kuasi ékspérimén jeung désain nonequivalent control group design. Populasi dina ieu panalungtikan nyaéta sakabéh murid kelas IV SD Mathala'ul Khoeriyah. Sampel panalungtikan jumlahna 51 murid, anu ngawengku 25 murid kelompok ékspérimén jeung 26 murid kelompok kontrol. Téhnik ngumpulkeun data dilaksanakeun ngaliwatan tés, obsérvasi, jeung dokuméntasi. Analisis data ngawengku uji normalitas, uji homogénitas, jeung uji effect size. Dumasar kana hasil panalungtikan kapanggih yén gambaran prosés pangajaran ngagunakeun modél Cooperative Learning tipe Team Games Tournament (TGT) dibantuan ku média Quizwhizzer kaasup kana kategori kacida hadéna, kalayan rata-rata hasil obsérvasi guru ngahontal 85,25% jeung murid 94,5%. Sedengkeun pangajaran ngagunakeun modél Direct Instruction ngahontal rata-rata hasil obsérvasi guru 84,5% jeung murid 92%. Salian ti éta, aya béda rata-rata anu signifikan dina hasil diajar matematika murid anu ngagunakeun modél Cooperative Learning tipe Team Games Tournament (TGT) dibantuan ku média Quizwhizzer. Hasil panalungtikan ogé némbongkeun yén aya pangaruh pamakéan modél Cooperative Learning tipe Team Games Tournament (TGT) dibantuan ku média Quizwhizzer kana hasil diajar matematika murid kalayan nilai effect size 0,887 anu kaasup kana kategori luhur. Ku kituna, bisa dicindekkeun yén modél Cooperative Learning tipe Team Games Tournament (TGT) dibantuan ku média Quizwhizzer miboga pangaruh anu positif kana hasil diajar matematika murid kelas IV SD.

Kecap Pamageuh: Cooperative learning tipe Team Games Tournament (TGT), Quizwhizzer, Hasil Diajar Matématika