

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS*
GAMES TOURNAMENT (TGT) BERBANTUAN MEDIA *WORDWALL*
TERHADAP HASIL BELAJAR MATEMATIKA SEKOLAH DASAR**

Oleh

Hata Laili Rahman

NIM. 225060022

ABSTRAK

Penelitian ini di latar belakang oleh rendahnya hasil belajar siswa di SDN 3 Bayasari Ciamis. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh hasil belajar matematis siswa yang menggunakan model Team Games Tournament (TGT) berbantuan media Wordwall dengan siswa yang hanya menggunakan model Team Games Tournament (TGT) di kelas IV sekolah dasar. Metode penelitian yang digunakan yaitu quasi eksperimen dengan desain nonequivalent control grup design. Sampel penelitian berjumlah 40 orang peserta didik yang terbagi dalam dua kelompok, yaitu kelompok eksperimen 20 orang siswa dan kelompok kontrol 20 orang siswa. Teknik pengumpulan data yang digunakan yaitu tes, observasi, dan dokumentasi. Analisis data dilakukan menggunakan uji hipotesis dan effect size dengan bantuan SPSS. Hasil penelitian menunjukkan bahwa kemampuan pemahaman matematis murid yang menggunakan model Kooperatif Tipe Team Games Tournament berbantuan media Wordwall lebih baik dibandingkan model Problem Based Learning. Hal ini dibuktikan dengan nilai effect size sebesar 1,575 yang termasuk kategori sangat besar karena lebih tinggi dari 0,8. Dengan demikian, model Kooperatif Tipe Team Games Tournament berbantuan media Wordwall memberikan pengaruh yang sangat besar terhadap hasil belajar matematis siswa sekolah dasar.

Kata Kunci: Model *Team Games Tournament* (TGT), media Wordwall, hasil belajar matematis murid sekolah dasar.

***THE EFFECT OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE
COOPERATIVE LEARNING MODEL USING WORDWALL MEDIA ON
ELEMENTARY SCHOOL MATHEMATICS LEARNING OUTCOMES***

by

Hata Laili Rahman

NIM. 225060022

ABSTRACT

This research was motivated by the low learning outcomes of students at SDN 3 Bayasari Ciamis. The purpose of this study was to determine the effect of students' mathematical learning outcomes using the Team Games Tournament (TGT) model assisted by Wordwall media compared to students who only used the Team Games Tournament (TGT) model in fourth-grade elementary school. The research method used was a quasi-experimental method with a nonequivalent control group design. The research sample consisted of 40 students divided into two groups, namely an experimental group of 20 students and a control group of 20 students. The data collection techniques used were tests, observations, and documentation. Data analysis was conducted using hypothesis testing and effect size analysis with the assistance of SPSS. The results showed that the mathematical learning outcomes of students who used the Cooperative Learning model of Team Games Tournament assisted by Wordwall media were better than those of students who used the Problem Based Learning model. This was evidenced by the effect size value of 1.575, which was categorized as very large because it was higher than 0.8. Therefore, the Cooperative Learning model of Team Games Tournament assisted by Wordwall media has a very large effect on the mathematical learning outcomes of elementary school students.

Keywords: *Team Games Tournament (TGT) model, Wordwall media, mathematics learning outcomes of elementary school students.*

**PANGARUH MODÉL PEMBELAJARAN KOOPERATIF TIPE TEAM
GAMES TOURNAMENT (TGT) MAKÉ MÉDIA WORDWALL DINA HASIL
DIAJAR MATEMATIKA SEKOLAH DASAR**

ku

Hata Laili Rahman

NIM. 225060022

ABSTRAK

Ieu panalungtikan téh didorong ku kurangna hasil diajar siswa di SDN 3 Bayasari Ciamis. Tujuan tina ieu panalungtikan nya éta pikeun mikanyaho pangaruh hasil diajar matematika siswa ngagunakeun modél Team Games Tournament (TGT) dibantuan ku média Wordwall kalawan siswa anu ngan ngagunakeun modél Team Games Tournament (TGT) di kelas IV SD. Méthode panalungtikan anu digunakeun nya éta desain kuasi ékspérimén kalawan desain nonequivalent control group. Sampel panalungtikan diwangun ku 40 siswa dibagi jadi dua kelompok, nya éta kelompok ékspérimén 20 siswa jeung kelompok kontrol 20 siswa. Téhnik ngumpulkeun data anu digunakeun nya éta tés, observasi, jeung dokuméntasi. Analisis data dilaksanakeun ngagunakeun uji hipotésis jeung ukuran éfék kalayan bantuan SPSS. Hasil panalungtikan némbongkeun yén kamampuh pamahaman matematis siswa anu ngagunakeun modél Cooperative Team Games Tournament Type dibantuan ku média Wordwall leuwih hadé batan modél Problem Based Learning. Hal ieu dibuktikeun ku nilai ukuran éfék 1,575 anu kaasup kana katégori anu kacida gedéna lantaran leuwih luhur ti 0,8. Ku kituna, modél Cooperative Team Games Tournament Type dibantuan ku média Wordwall gedé pisan pangaruhna kana hasil diajar matematika siswa sekolah dasar.

Kecap Pamageuh: Modél Team Games Tournament (TGT), média Wordwall, hasil diajar matematika siswa SD.