

PENGARUH MODEL KOOPERATIF TIPE *TEAM GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA *FLASHCARD* TERHADAP KEMAMPUAN MEMBACA PERMULAAN SEKOLAH DASAR

(Penelitian *Quasi Eksperimen* Peserta Didik Kelas II SDN 065 Cihampelas)

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan membaca permulaan peserta didik kelas II SDN 065 Cihampelas. Penelitian ini bertujuan untuk mengetahui gambaran proses penerapan model, perbedaan rata-rata kemampuan membaca permulaan, dan pengaruh model kooperatif tipe *Team Games Tournament* (TGT) berbantuan Media *Flashcard* terhadap kemampuan membaca permulaan peserta didik. Penelitian ini menggunakan metode kuantitatif dengan jenis *quasi eksperimen* dan desain *none-equivalent control group design*. Teknik pengambilan sampel menggunakan *purposive sampling* dengan subjek penelitian sebanyak 54 peserta didik SDN 065 Cihampelas, yaitu kelas II A sebagai kelas eksperimen dan kelas II C sebagai kelas kontrol. Teknik pengumpulan data dilakukan melalui tes, observasi, dan dokumentasi. Data dianalisis menggunakan *IBM SPSS Statistics 22.0*. Rata-rata nilai *pretest* kelas eksperimen meningkat dari 61,70 menjadi 84,93, sedangkan kelas kontrol dari 57,48 menjadi 80,93. Hasil uji *Mann-Whitney* pada *posttest* menunjukkan nilai signifikansi 0,038 ($<0,05$) dengan *effect size* 0,84 kategori besar. Dengan demikian, model kooperatif tipe *Team Games Tournament* (TGT) berbantuan media *flashcard* berpengaruh terhadap kemampuan membaca permulaan peserta didik kelas II SDN 065 Cihampelas.

Kata Kunci: *flashcard*, kemampuan membaca permulaan, model kooperatif tipe *Team Games Tournament* (TGT), sekolah dasar.

***THE EFFECT OF THE TEAM GAMES TOURNAMENT (TGT)
COOPERATIVE LEARNING MODEL ASSISTED BY FLASHCARD MEDIA
ON EARLY READING SKILLS IN ELEMENTARY SCHOOL STUDENTS***

***(A Quasi-Experimental Study on Second-Grade Students of SDN 065
Cihampelas)***

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ABSTRACT

This research was motivated by the low beginning reading ability of second-grade students at SDN 065 Cihampelas. The objectives of this study were to describe the implementation process of the learning model, examine the differences in the average beginning reading ability, and determine the effect of the Team Games Tournament (TGT) cooperative learning model assisted by flashcard media on students' early reading skills. This study employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. The sampling technique used was purposive sampling, involving 54 second-grade students of SDN 065 Cihampelas, consisting of Class II A as the experimental group and Class II C as the control group. Data were collected through tests, observations, and documentation, and analyzed using IBM Statistics 22.0. the average pretest score of the experimental group increased from 61.70 to 84.93, while the control group improved from 57.48 to 80.93. the Mann-Whitney test on the posttest data showed a significance value of 0.038 ($p < 0.05$) with an effect size of the 0.84, which was categorized as large. Therefore, the Team Games Tournament (TGT) cooperative learning model assisted by flashcard media had a significant effect on the early reading skills of second-grade students at SDN 065 Cihampelas.

Keywords: *early reading skills, elementary school, flashcard, Team Games Tournament (TGT) cooperative learning model.*

**PANGARUH MODEL KOOPERATIF TIPE TEAM GAMES TOURNAMENT
(TGT) DIBANTU KU MEDIA FLASHCARD KANA KAMAMPUAN MACA
MIMITI MURID SAKOLA DASAR**

(Panalungtikan Kuasi Ékspérimén ka Murid Kelas II SDN 065 Cihampelas)

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RINGKESAN

Panalungtikan ieu dilatarbelakangan ku handapna kamampuan maca mimiti murid kelas II SDN 065 Cihampelas. Ieu panalungtikan miboga tujuan pikeun ngadeskripsikeun prosés palaksanaan modél pangajaran, ngabandingkeun rata-rata kamampuan maca mimiti, sarta nangtukeun pangaruh modél kooperatif tipe Team Games Tournament (TGT) dibantuan ku media flashcard kana kamampuan maca mimiti murid. Méthode anu digunakeun nyaéta méthode kuantitatif kalayan jinis kuasi ékspérimén sarta desain nonequivalent control group design. Téhnik nyokot sampel ngagunakeun purposive sampling kalayan jumlah subjék panalungtikan 54 murid SDN 065 Cihampelas, nyaéta kelas II A minangka kelas ékspérimén jeung kelas II C minangka kelas kontrol. Téhnik ngumpulkeun data dilaksanakeun ngaliwatan tés, obsérvasi, jeung dokuméntasi. Data dianalisis ngagunakeun IBM Statistics 22.0. rata-rata peunteun pretest kelas ékspérimén ningkat tina 61,70 jadi 84,93, sedengkeun kelas control tina 57,48 jadi 80,93. Hasil uji Mann-whitney dina posttest némbongkeun nilai signifikansi 0,038 (<0.05) kalayan effect size 0,84 anu kaasup kana kategori gedé. Ku kituna, modél pangajaran kooperatif tipe Team Games Tournament (TGT) dibantuan ku media flashcard ngabogaan pangaruh kana kamampuan maca mimiti murid kelas II SDN 065 Cihampelas.

Kecap Konci: *Flashcard, kamampuan maca mimiti, modél kooperatif tipe Team Games Tournament (TGT), sakola dasar.*