

**PENGARUH MODEL *COOPERATIVE LEARNING TYPE TEAMS GAMES TOURNAMENT* BERBANTUAN MEDIA *WAYGROUND* TERHADAP
PENINGKATAN HASIL BELAJAR IPAS PESERTA DIDIK**

oleh

RISTIA RIMASTIANI

NIM 225060130

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan hasil belajar IPAS murid kelas III di SDN 020 Lengkong Besar, yang disebabkan oleh kurangnya keterlibatan murid dalam proses pembelajaran serta penggunaan model dan media pembelajaran yang belum optimal. Penelitian ini bertujuan untuk mengetahui pengaruh model *Cooperative Learning* tipe *Teams Games Tournament* berbantuan media *Wayground* terhadap peningkatan hasil belajar IPAS murid sekolah dasar. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *quasi eksperimen* dan desain *Nonequivalent Control Group Design*. Sampel penelitian terdiri atas kelas eksperimen (III B) dan kelas kontrol (III C). Instrumen yang digunakan berupa tes (*pretest-posttest*) dan lembar observasi. Hasil penelitian menunjukkan bahwa nilai signifikansi (2-tailed) pada uji *Mann-Whitney U* sebesar $0,001 < 0,05$, sehingga terdapat perbedaan peningkatan hasil belajar IPAS yang signifikan antara murid yang mengikuti pembelajaran menggunakan model *Cooperative Learning* tipe *Teams Games Tournament* berbantuan media *Wayground* dan murid yang mengikuti pembelajaran *Ekspositori*. Selain itu, hasil uji *Effect Size* memperoleh nilai sebesar 0,514 yang termasuk kategori efek besar (*large effect*). Dengan demikian, dapat disimpulkan bahwa model *Cooperative Learning* tipe *Teams Games Tournament* berbantuan media *Wayground* berpengaruh signifikan dan memberikan pengaruh yang besar terhadap hasil belajar IPAS murid sekolah dasar.

Kata Kunci : *Cooperative Learning, Teams Games Tournament, Wayground, Hasil Belajar IPAS, Peserta Didik Sekolah Dasar.*

***THE EFFECT OF THE COOPERATIVE LEARNING MODEL TYPE TEAMS
GAMES TOURNAMENT ASSISTED BY WAYGROUND MEDIA ON
IMPROVING STUDENTS' SCIENCE LEARNING OUTCOMES***

by

RISTIA RIMASTIANI

NIM 225060130

ABSTRACT

This research is motivated by the low ability of science learning outcomes of third-grade students at SDN 020 Lengkong Besar, which is caused by the lack of student involvement in the learning process and the use of learning models and media that are not optimal. This study aims to determine the effect of the Cooperative Learning model of the Teams Games Tournament type assisted by Wayground media on improving the science learning outcomes of elementary school students. This study uses a quantitative approach with a quasi-experimental method and a Nonequivalent Control Group Design. The research sample consisted of an experimental class (III B) and a control class (III C). The instruments used were tests (pretest-posttest) and observation sheets. The results of the study showed that the significance value (2-tailed) in the Mann-Whitney U test was $0.001 < 0.05$, so there was a significant difference in the improvement of science learning outcomes between students who participated in learning using the Cooperative Learning model of the Teams Games Tournament type assisted by Wayground media and students who participated in Ekspositori learning. In addition, the results of the Effect Size test obtained a value of 0.514 which is included in the large effect category. Thus, it can be concluded that the Cooperative Learning model of the Teams Games Tournament type assisted by Wayground media has a significant influence and has a large impact on the science learning outcomes of elementary school students.

Keywords: Cooperative Learning, Teams Games Tournament, Wayground, Science Learning Outcomes, Elementary School Students.

**PANGARUH MODEL PEMBELAJARAN COOPERATIVE LEARNING TYPE
TEAMS GAMES TURNAMEN DIBANTU KU MEDIA WAYGROUND DINA
NGARONJATKEUN HASIL DIAJAR IPAS SISWA SAKOLA DASAR**

ku

RISTIA RIMASTIANI

NIM 225060130

ABSTRAK

Ieu panalungtikan didasaran ku handapna kamampuh hasil diajar IPAS siswa kelas III SDN 020 Lengkong Besar, anu disababkeun ku kurangna kalibet siswa dina prosés diajar-ngajar sarta ngagunakeun modél jeung média pangajaran anu teu optimal. Ieu panalungtikan miboga tujuan pikeun mikanyaho pangaruh modél Pangajaran Kooperatif tipe Teams Games Tournament dibantuan ku média Wayground dina ngaronjatkeun hasil diajar IPAS siswa SD. Ulikan ieu ngagunakeun pendekatan kuantitatif kalawan métode kuasi ékspérimén jeung Nonequivalent Control Group Design. Sampel panalungtikan nya éta kelas ékspérimén (III B) jeung kelas kontrol (III C). Instrumén anu digunakeun nya éta tés (pretés-postés) jeung lembar observasi. Hasil panalungtikan némbongkeun yén nilai signifikansi (2-tailed) dina uji Mann-Whitney U nya éta $0,001 < 0,05$, ku kituna aya béda anu signifikan dina ngaronjatkeun hasil diajar IPA antara siswa anu milu diajar ngagunakeun modél Pembelajaran Kooperatif tipe Teams Games Tournament dibantuan ku média Wayground jeung siswa anu milu dina pangajaran Ekspositori. Salian ti éta, hasil uji Éfék Ukuran meunangkeun peunteun 0,514 anu kaasup kana katégori éfék gedé. Ku kituna, bisa dicindekkeun yén modél Pangajaran Kooperatif tipe Teams Games Tournament dibantuan ku média Wayground miboga pangaruh anu signifikan jeung gedé pangaruhna kana hasil diajar IPAS siswa SD.

Kecap Pamageuh: *Pangajaran Kelompok, Turnamén Kaulinan Tim, Landasan, Hasil Diajar Élmu, Murid Sakola Dasar.*