

***THE EFFECT OF THE COOPERATIVE LEARNING MODEL
OF TEAM GAMES TOURNAMENT TYPE ASSISTED BY CANVA
APPLICATION ON STUDENTS' LEARNING OUTCOMES IN
ELEMENTARY SCHOOL SCIENCE AND SOCIAL STUDIES
(IPAS)***

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ABSTRACT

This study was motivated by the low science learning outcomes of elementary school students due to teacher-centered instructional practices. The study aimed to determine the improvement in learning outcomes and the magnitude of the effect of the Team Games Tournament (TGT) type of Cooperative Learning model assisted by the Canva application on elementary school students' science learning outcomes. This research employed a quantitative approach using a quasi-experimental method with a nonequivalent pretest-posttest control group design. The research sample consisted of Grade III-A students as the experimental class and Grade III-B students as the control class at SDN 235 Lengkong Kecil Bandung. Data were collected through learning achievement tests and analyzed using the normality test, paired-sample t-test, independent-sample t-test, and N-Gain analysis. The results showed that the mean score of the experimental class increased from 51.77 to 81.66, representing an improvement of 29.88 points, while the control class improved by 12.40 points. The results of the paired-sample t-test and independent-sample t-test indicated a significance value of $0.000 < 0.05$. Furthermore, the N-Gain score of the experimental class was 0.612, which was higher than that of the control class (0.210). Therefore, the Team Games Tournament (TGT) type of Cooperative Learning model assisted by the Canva application was proven to have a very large effect on improving elementary school students' science learning outcomes. Teachers and schools are encouraged to implement innovative technology-based learning models to enhance the quality of instruction.

Keywords: *Cooperative Learning , Team Games Tournament, Canva, learning outcomes, Science and Social Studies (IPAS).*