PENGARUH MODEL KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA *WAYGROUND* TERHADAP MOTIVASI BELAJAR PESERTA DIDIK PADA MATA PELAJARAN IPAS

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar peserta didik pada mata pelajaran IPAS di sekolah dasar. Tujuan penelitian ini adalah untuk mengetahui implementasi model kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media Wayground, perbedaan motivasi belajar peserta didik antara kelas eksperimen dan kelas kontrol, serta pengaruh model tersebut terhadap motivasi belajar peserta didik. Metode penelitian yang digunakan yaitu *quasi experiment* dengan desain *Nonequivalent Control Group Design*. Sampel penelitian berjumlah 54 peserta didik kelas V SDN 032 Tilil yang terdiri atas 27 peserta didik pada kelas eksperimen dan 27 peserta didik pada kelas kontrol. Hasil penelitian menunjukkan bahwa (1) implementasi model kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media Wayground terlaksana dengan baik, (2) terdapat perbedaan motivasi belajar peserta didik yang signifikan antara kelas eksperimen dan kelas kontrol berdasarkan hasil uji *Independent Samples t-test* dengan nilai signifikansi (*Sig. 2-tailed*) < 0,05, dan (3) terdapat pengaruh yang besar terhadap motivasi belajar peserta didik dengan nilai *effect size* sebesar 2,660 yang termasuk kategori tinggi. Berdasarkan hasil tersebut dapat disimpulkan bahwa penggunaan model kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media Wayground berpengaruh terhadap motivasi belajar peserta didik pada mata pelajaran IPAS di sekolah dasar.

Kata Kunci: *Teams Games Tournament* (TGT), Wayground, Motivasi Belajar, IPAS.

THE EFFECT OF THE TEAMS GAMES TOURNAMENT (TGT) COOPERATIVE LEARNING MODEL SUPPORTED BY WAYGROUND MEDIA ON STUDENTS' LEARNING MOTIVATION IN THE IPAS SUBJECT

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ABSTRACT

This study was motivated by the low learning motivation of elementary school students in the Science and Social Studies (IPAS) subject. The purpose of this study was to determine the implementation of the Teams Games Tournament *(TGT) cooperative learning model assisted by Wayground media, the differences in students' learning motivation between the experimental and control classes, and the effect of the model on students' learning motivation. The research employed a quasi-experimental method using a* Nonequivalent Control Group Design*. The sample consisted of 54 fifth-grade students of SDN 032 Tilil, including 27 students in the experimental class and 27 students in the control class. The findings showed that (1) the implementation of the* Teams Games Tournament *(TGT) cooperative learning model assisted by Wayground media was carried out effectively, (2) there was a significant difference in students' learning motivation between the experimental and control classes based on the results of the* Independent Samples t-test *with a significance value (*Sig. 2-tailed*) < 0.05, and (3) the model had a substantial effect on students' learning motivation, indicated by an effect size value of 2.660, which falls into the high category. It can be concluded that the implementation of the* Teams Games Tournament *(TGT) cooperative learning model assisted by Wayground media positively affects students' learning motivation in the IPAS subject at the elementary school level.*

Keywords*: Teams Games Tournament (TGT), Wayground, Learning Motivation, IPAS.*

PANGARUH MODÉL KOOPERATIF TIPE* TEAMS GAMES TOURNAMENT *(TGT) DIBANTU KU MÉDIA WAYGROUND KANA MOTIVASI DIAJAR PESERTA DIDIK DINA MATA PELAJARAN IPAS

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RINGKESAN

Panalungtikan ieu dilatarbelakangan ku handapna motivasi diajar peserta didik dina mata pelajaran IPAS di sakola dasar. Tujuan panalungtikan ieu nyaéta pikeun mikanyaho palaksanaan modél kooperatif tipe Teams Games Tournament *(TGT) dibantuan ku média Wayground, béda motivasi diajar peserta didik antara kelas ékspérimén jeung kelas kontrol, sarta pangaruh modél éta kana motivasi diajar peserta didik. Métode panalungtikan anu digunakeun nyaéta* quasi experiment *kalayan desain Nonequivalent Control Group Design. Sampel panalungtikan jumlahna 54 peserta didik kelas V SDN 032 Tilil anu diwangun ku 27 peserta didik dina kelas ékspérimén jeung 27 peserta didik dina kelas kontrol. Hasil panalungtikan nunjukkeun yén (1) palaksanaan modél kooperatif tipe Teams Games Tournament (TGT) dibantuan ku média Wayground lumangsung kalayan hadé, (2) aya béda anu signifikan dina motivasi diajar peserta didik antara kelas ékspérimén jeung kelas kontrol dumasar kana hasil uji* Independent Samples t-test *kalayan nilai signifikansi (*Sig. 2-tailed*) < 0,05, sarta (3) aya pangaruh anu gedé kana motivasi diajar peserta didik kalayan nilai* effect size *2,660 anu kaasup kana kategori luhur. Dumasar kana hasil éta, bisa dicindekkeun yén pamakéan modél kooperatif tipe Teams Games Tournament (TGT) dibantuan ku média Wayground miboga pangaruh kana motivasi diajar peserta didik dina mata pelajaran IPAS di sakola dasar.*

Pamageuh: *Teams Games Tournament (TGT), Wayground, Motivasi Diajar, IPAS.*