

## **ABSTRAK**

### **PENGARUH PENGGUNAAN MODEL PEMBELAJARAN KOOPERATIF TIPE MAKE A MATCH DAN TEAMS GAMES TOURNAMENT TERHADAP HASIL BELAJAR MUATAN IPA KELAS IV SEKOLAH DASAR**

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Penelitian ini bertujuan untuk mengetahui pengaruh dan perbedaan dari penggunaan model pembelajaran kooperatif tipe make a match dan teams games tournament terhadap hasil belajar muatan IPA peserta didik. Metode penelitian yang digunakan yaitu Quasi Experimental Design dengan bentuk Nonequivalent Control Group Design. Uji regresi linier penggunaan model pembelajaran make a match terhadap hasil belajar menunjukkan bahwa terdapat pengaruh dari penggunaan model pembelajaran kooperatif tipe make a match terhadap hasil belajar muatan IPA peserta didik kelas IV Sekolah Dasar Negeri 5 Metro Timur dan uji regresi linier penggunaan model pembelajaran teams games tournament terhadap hasil belajar menunjukkan bahwa terdapat pengaruh dari penggunaan model pembelajaran kooperatif tipe teams games tournament terhadap hasil belajar muatan IPA peserta didik kelas IV Sekolah Dasar Negeri 5 Metro Timur. Perbedaan penggunaan model pembelajaran make a match dan teams games tournament menunjukkan bahwa tidak terdapat perbedaan yang signifikan antara model pembelajaran kooperatif tipe make a match dan teams games tournament terhadap hasil belajar muatan IPA peserta didik kelas IV Sekolah Dasar Negeri 5 Metro Timur, kedua model tersebut sama-sama baik dalam meningkatkan hasil belajar.

Kata kunci :hasil belajar,*make a match, teams games tournament*.

## **ABSTRACT**

***THE EFFECT OF USING THE LEARNING MODEL COOPERATIVE  
LEARNING MODELS OF MAKE A MATCH AND TEAMS GAMES  
TOURNAMENT ON LEARNING OUTCOMES  
LEARNING OUTCOMES OF GRADE  
IV ELEMENTARY SCHOOL***

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This study aimed to determine the effect and differences of the use of cooperative learning models type make a match and teams games tournament on the learning outcomes of students' science content. The research method used is Quasi Experimental Design with the form of Nonequivalent Control Group Design. The linear regression test of the use of the make a match learning model on learning outcomes shows that there is an effect of the use of the make a match type cooperative learning model on the learning outcomes of science content of class IV students of State Elementary School 5 Metro Timur and the linear regression test of the use of the teams games tournament learning model on learning outcomes shows that there is an effect of the use of the teams games tournament type cooperative learning model on the learning outcomes of science content of class IV students of State Elementary School 5 Metro Timur. The difference in the use of make a match and teams games tournament learning models shows that there is no significant difference between make a match and teams games tournament cooperative learning models on the learning outcomes of science content of grade IV students of East Metro State Elementary School, both models are equally good in improving learning outcomes.

*Keywords: learning outcomes, make a match, teams games tournament.*