

ABSTRAK

PENGARUH MODEL KOOPERATIF *LEARNING* TIPE *TEAMS GAMES TOURNAMENT* (TGT) TERHADAP HASIL BELAJAR PESERTA DIDIK DI SEKOLAH DASAR

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Masalah penelitian ini adalah rendahnya hasil belajar peserta didik kelas V pada pembelajaran pendidikan pancasila. Tujuan dari penelitian ini yaitu untuk mengetahui pengaruh model pembelajaran kooperatif *learning* tipe *teams games tournament* terhadap hasil belajar pendidikan pancasila. Metode yang digunakan dalam penelitian ini adalah eksperimen semu (*quasi experiment*) dengan desain penelitian *non-equivalent control group design*. Teknik pengambilan sampel dilakukan menggunakan *purposive sampling* dengan jumlah populasi sebanyak 82 peserta didik dan sampel yang terdiri dari 55 peserta didik. Teknik pengumpulan data dilakukan melalui tes dan non-tes berupa lembar observasi. Hasil uji *N-gain* pada kelas eksperimen menunjukkan nilai *mean* = 0,4577 dan pada kelas kontrol nilai *mean* = 0,2669. Persentase ketercapaian (nilai ≥ 70) pada kelas eksperimen lebih tinggi dibandingkan dengan kelas kontrol yaitu 70,4% > 53,6%, artinya implementasi model kooperatif *learning teams games tournament* terhadap hasil belajar pendidikan pancasila pada peserta didik kelas V sekolah dasar lebih efektif dibandingkan dengan pembelajaran di kelas kontrol. Terdapat pengaruh yang signifikan dari penerapan model kooperatif *learning* tipe *teams games tournament* terhadap hasil belajar pendidikan pancasila peserta didik.

Kata kunci: hasil belajar, sekolah dasar, *teams games tournament*

ABSTRACT

THE EFFECT OF COOPERATIVE LEARNING MODEL TYPE TEAMS GAMES TOURNAMENT (TGT) ON STUDENTS' LEARNING OUTCOMES IN ELEMENTARY SCHOOL

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The problem of this research was the low learning outcomes of fifth grade students in learning Pancasila education. The purpose of this study was to determine the effect of cooperative learning model of teams games tournament type on learning outcomes of Pancasila education. The method used in this research is a quasi experiment with a non-equivalent control group design. The sampling technique was carried out using purposive sampling with a population of 82 students and a sample consisting of 55 students. Data collection techniques were carried out through tests and non-tests in the form of observation sheets. The N-gain test results in the experimental class showed a mean value = 0.4577 and in the control class the mean value = 0.2669. The percentage of completeness (score ≥ 70) in the experimental class is higher than the control class, namely 70.4% > 53.6%, meaning that the implementation of the learning teams games tournament cooperative model on Pancasila education learning outcomes in grade V elementary school students is more effective than learning in the control class. There is a significant effect of the application of the team games tournament type cooperative learning model on the learning outcomes of Pancasila education for students.

Keywords: elementary school, learning outcomes, teams games tournament