

ABSTRAK

PENGARUH MODEL *TEAM GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA *FLIPCHART* TERHADAP HASIL BELAJAR MATEMATIKA KELAS IV UPT SD NEGERI 2 KARANG SARI

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Masalah penelitian ini adalah rendahnya hasil belajar matematika peserta didik, masih banyak peserta didik yang mengalami kesulitan dalam pembelajaran matematika yaitu materi bangun datar, kurangnya pemanfaatan media oleh pendidik, serta pendidik belum menerapkan model *Team games tournament* (TGT). Tujuan penelitian ini untuk mengetahui pengaruh model *Team games tournament* (TGT) berbantuan media *flipchart* terhadap hasil belajar matematika kelas IV UPT SD Negeri 2 Karang Sari. Jenis penelitian ini menggunakan penelitian kuantitatif dengan metode *quasi eksperiment* dan desain penelitian menggunakan *pretest posttest control group design*. Populasi penelitian adalah seluruh peserta didik kelas IV UPT SD Negeri 2 Karang Sari yang berjumlah 36 orang peserta didik, dan sampel yang terdiri dari 17 peserta didik kelas IV A dan 19 peserta didik kelas IV B. Teknik pengambilan sampel penelitian menggunakan teknik *purposive sampling*. Teknik analisis data menggunakan uji regresi linear sederhana, untuk mengukur adanya pengaruh hasil belajar pada mata pelajaran matematika peserta didik kelas IV di UPT SD Negeri 2 Karang Sari. Hasil penelitian menunjukkan bahwa: terdapat pengaruh yang signifikan pada penerapan model *Team games tournament* (TGT) berbantuan media *flipchart* terhadap hasil belajar matematika kelas IV di UPT SD Negeri 2 Karang Sari.

Kata kunci: hasil belajar, matematika, media *flipchart*, model *Team Games Tournament*

ABSTRACT

THE EFFECT OF *TEAM GAMES TOURNAMENT* (TGT) MODEL USING *FLIPCHART* MEDIA ON MATHEMATICS LEARNING OUTCOMES OF GRADE IV OF ELEMENTARY SCHOOL 2 KARANG SARI

By

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The problem of this research was the low mathematics learning outcomes of students. Many students still experienced difficulties in learning mathematics, particularly in the topic of flat shapes, due to the lack of media utilization by educators and the fact that educators had not implemented the Team Games Tournament (TGT) model. The purpose of this study was to determine the effect of the Team Games Tournament (TGT) model assisted by flipchart media on the mathematics learning outcomes of grade IV students at UPT SD Negeri 2 Karang Sari. This type of research used quantitative research with a quasi-experimental method and a pretest-posttest control group design. The population of the study was all grade IV students of UPT SD Negeri 2 Karang Sari, totaling 36 students, with a sample consisting of 17 students from class IV A and 19 students from class IV B. The sampling technique used purposive sampling. The data analysis technique used a simple linear regression test to measure the effect on mathematics learning outcomes of grade IV students at UPT SD Negeri 2 Karang Sari. The results of the study showed that there was a significant effect of implementing the Team Games Tournament (TGT) model assisted by flipchart media on the mathematics learning outcomes of grade IV students at UPT SD Negeri 2 Karang Sari.

Keywords: learning outcomes, mathematics, flipchart media, Team Games Tournament