

ABSTRAK

PENGARUH *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN *CONCEPT MAPPING* TERHADAP KEMAMPUAN PEMAHAMAN KONSEP MATEMATIS PESERTA DIDIK KELAS V SD

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Masalah penelitian ini adalah rendahnya kemampuan pemahaman konsep matematis peserta didik kelas V SD Negeri 1 Sumberagung. Penelitian ini bertujuan untuk mengetahui pengaruh *Teams Games Tournament* (TGT) berbantuan *concept mapping* terhadap kemampuan pemahaman konsep matematis peserta didik kelas V SD Negeri 1 Sumberagung. Pendekatan yang digunakan dalam penelitian ini adalah pendekatan kuantitatif dengan jenis penelitian adalah penelitian eksperimen. Metode yang digunakan dalam penelitian ini adalah *quasi experimental design* dengan *nonequivalent control group design*. Populasi penelitian ini berjumlah 45 peserta didik dengan sampel sebanyak 45 peserta didik yang ditentukan menggunakan *purposive sampling*. Teknik pengumpulan data pada penelitian ini menggunakan tes dan non tes. Dari pengujian hipotesis menggunakan uji-t (*independent sampel t-test*) hasil penelitian menunjukkan nilai signifikansi (2-tailed) $0,037 < 0,05$ maka H_0 ditolak dan H_a diterima, artinya terdapat pengaruh *Teams Games Tournament* (TGT) berbantuan *concept mapping* terhadap kemampuan pemahaman konsep matematis peserta didik kelas V SD Negeri 1 Sumberagung.

Kata kunci: *concept mapping*, pemahaman konsep, *teams games tournament*

ABSTRACT

THE EFFECT OF TEAMS GAMES TOURNAMENT (TGT) ASSISTED BY CONCEPT MAPPING ON THE ABILITY TO UNDERSTAND MATHEMATICAL CONCEPTS OF FIFTH GRADE ELEMENTARY SCHOOL STUDENTS

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The problem of this research was the low level of mathematical conceptual understanding among Grade V students at SD Negeri 1 Sumberagung. This study aimed to determine the effect of the Teams Games Tournament (TGT) assisted by concept mapping on the mathematical conceptual understanding of Grade V students at SD Negeri 1 Sumberagung. The approach used in this study was a quantitative approach, with the type of research being experimental. The method used in this study was a quasi-experimental design with a nonequivalent control group design. The population of this study consisted of 45 students, and the sample, also 45 students, was determined using purposive sampling. The data collection techniques included both test and non-test instruments. Based on hypothesis testing used an independent sample t-test, the results showed a significance value (2-tailed) of $0.037 < 0.05$, thus H_o was rejected and H_a was accepted, meaning that the Teams Games Tournament (TGT) assisted by concept mapping had a significant effect on the mathematical conceptual understanding of Grade V students at SD Negeri 1 Sumberagung.

Keywords: concept mapping, concept understanding, teams games tournament