

ABSTRAK

PENGARUH MODEL KOOPERATIF TIPE *TEAMS GAME TOURNAMENT* TERHADAP KEMAMPUAN PEMECAHAN MASALAH MATEMATIKA PESERTA DIDIK KELAS IV SD

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Permasalahan pada penelitian ini adalah rendahnya kemampuan pemecahan masalah matematika peserta didik sekolah dasar. Tujuan penelitian ini untuk mengetahui pengaruh model Kooperatif Tipe *Teams Game Tournament* terhadap kemampuan pemecahan masalah matematika peserta didik kelas IV sekolah dasar. Metode yang digunakan adalah kuantitatif dengan desain *quasi experiment*. Populasi dalam penelitian ini sebanyak 76 peserta didik dengan sampel yang terdiri dari 51 peserta didik. Teknik pengumpulan data penelitian ini berupa tes kemampuan pemecahan masalah dan lembar observasi aktivitas pembelajaran peserta didik. Penentuan sampel menggunakan teknik *purposive sampling*. Hasil uji hipotesis menggunakan uji regresi linier sederhana menunjukkan nilai signifikansi sebesar 0,01 maka H_0 ditolak sehingga diketahui bahwa terdapat pengaruh model Kooperatif tipe *Teams Game Tournament* terhadap kemampuan pemecahan masalah peserta didik kelas IV.

Kata kunci : kemampuan pemecahan masalah, model *teams game tournament*, peserta didik

ABSTRACT

THE EFFECT OF COOPERATIVE MODEL OF TEAMS GAME TOURNAMENT TYPE ON MATHEMATICAL PROBLEM SOLVING ABILITY OF GRADE IV ELEMENTARY SCHOOL STUDENTS

By

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The problem in this research was the low mathematical problem-solving ability of elementary school students. The purpose of this study was to determine the effect of the Cooperative Learning Model of the Teams-Games-Tournament type on the mathematical problem-solving abilities of fourth-grade elementary school students. This study employed a quantitative method with a quasi-experimental design. The population in this study consisted of 76 students, and a sample of 51 students was selected using a purposive sampling technique. Data were collected through problem-solving ability tests and student learning activity observation sheets. The results of the hypothesis test using simple linear regression showed a significance value of 0.01, therefore H_0 was rejected. This indicates that the Cooperative Learning model of the Teams Games Tournament type had a significant effect on problem-solving abilities of fourth-grade students.

Keywords: problem-solving ability, students, teams game tournament model.