

## **ABSTRAK**

### **PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAM GAMES TOURNAMENT* BERBANTUAN KARTU *BINGO* TERHADAP HASIL BELAJAR IPAS PESERTA DIDIK KELAS IV SD**

**Oleh**

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Masalah dalam penelitian ini adalah rendahnya hasil belajar peserta didik kelas IV SD Negeri 6 Metro Barat. Penelitian ini bertujuan mengetahui pengaruh model pembelajaran kooperatif tipe *Team Games Tournament* (TGT) berbantuan kartu *bingo* terhadap hasil belajar peserta didik. Jenis penelitian ini adalah kuasi eksperimen dengan desain *nonequivalent control group design*. Populasi pada penelitian ini berjumlah 77 orang peserta didik dengan sampel 53 orang peserta didik. Penentuan sampel pada penelitian menggunakan teknik *purposive sampling*. Teknik pengumpulan data menggunakan teknik tes, observasi dan dokumentasi. Pengujian hipotesis menggunakan uji regresi linier sederhana dengan  $H_a$  diterima yaitu hasil penelitian menunjukkan bahwa terdapat pengaruh pada penggunaan model *Team Games Tournament* (TGT) berbantuan kartu *bingo* terhadap hasil belajar IPAS peserta didik kelas IV SD Negeri 6 Metro Barat.

Kata kunci: hasil belajar, kartu bingo, *team games tournament*.

## **ABSTRACT**

### **THE EFFECT OF TEAM GAMES TOURNAMENT TYPE COOPERATIVE LEARNING MODEL ASSISTED BY BINGO CARD ON THE LEARNING OUTCOMES OF IPAS PARTICIPANTS IV GRADE ELEMENTARY SCHOOL STUDENTS**

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The problem in this study is the low learning outcomes of fourth grade students of SD Negeri 6 Metro Barat. This study aimed to determine the effect of Team Games Tournament (TGT) type cooperative learning model assisted by bingo cards on student learning outcomes. This type of research was a quasi-experiment with a nonequivalent control group design. The population in this study amounted to 77 students with a sample of 53 students. Determination of the sample in the study using purposive sampling technique. Data collection techniques using test techniques, observation and documentation. Hypothesis testing using simple linear regression test with  $H_a$  accepted, namely the results showed that there was an effect on the use of the Team Games Tournament (TGT) model assisted by bingo cards on the learning outcomes of IPAS class IV students of SD Negeri 6 Metro Barat.

Keywords: bingo cards, learning outcomes, team games tournament.