

ABSTRAK

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) BERBASIS MEDIA *WAYGROUND* TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA SEKOLAH DASAR

Oleh

ANGGUN PUTRI PRADANI

Penelitian ini dilatarbelakangi oleh kurang tercapainya Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) Pendidikan Pancasila peserta didik kelas V SD Negeri 5 Metro Timur. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbasis media *Wayground* terhadap hasil belajar Pendidikan Pancasila peserta didik. Penelitian menggunakan pendekatan kuantitatif dengan metode *quasi experimental* dan desain *non-equivalent control group design*. Sampel penelitian terdiri atas 44 peserta didik yang meliputi kelas VA sebagai kelas kontrol dan kelas VB sebagai kelas eksperimen. Teknik pengumpulan data dilakukan melalui tes dan non tes. Hasil pengujian hipotesis menggunakan uji regresi linier sederhana diperoleh $F_{hitung} = 22,534$ dengan $n = 22$ untuk $\alpha = 0,05$ diperoleh $F_{tabel} = 4,35$, sehingga $F_{hitung} > F_{tabel}$ ($22,534 > 4,35$). Selanjutnya dengan nilai signifikansi $0,000 < 0,05$, artinya model Kooperatif tipe TGT berpengaruh terhadap hasil belajar peserta didik, dengan pengaruh sebesar 53,0% berdasarkan uji R Square. Sehingga dapat disimpulkan bahwa H_0 ditolak dan H_a diterima. Dengan demikian, model pembelajaran kooperatif tipe TGT berbasis media *Wayground* berpengaruh signifikan terhadap hasil belajar Pendidikan Pancasila peserta didik kelas V SD Negeri 5 Metro Timur.

Kata Kunci: Hasil Belajar, Model Pembelajaran Kooperatif, Media *Wayground*, Pendidikan Pancasila, *Teams Games Tournament* (TGT).

ABSTRACT

THE EFFECT OF THE WAYGROUND-BASED TEAMS GAMES TOURNAMENT (TGT) COOPERATIVE LEARNING MODEL ON ELEMENTARY SCHOOL STUDENTS PANCASILA EDUCATION LEARNING OUTCOMES

By

ANGGUN PUTRI PRADANI

This study was motivated by the low achievement of the Learning Objective Achievement Criteria (KKTP) in Pancasila Education among fifth-grade students at SD Negeri 5 Metro Timur. The study aimed to determine the effect of the cooperative learning model of the Teams Games Tournament (TGT) type based on Wayground media on students' learning outcomes in Pancasila Education. The study used a quantitative approach with a quasi-experimental method and a non-equivalent control group design. The research sample consisted of 44 students, with class VA as the control group and class VB as the experimental group. Data were collected through test and non-test techniques. The hypothesis testing using simple linear regression analysis showed that the calculated F_{count} was 22.534 with $n = 22$, while the F_{table} value at $\alpha = 0.05$ was 4.35, indicating that F_{count} was greater than F_{table} ($22.534 > 4.35$). Furthermore, the significance value was $0.000 < 0.05$, which indicated that the TGT cooperative learning model had an effect on students' learning outcomes, with an influence of 53.0% based on the R Square test. Therefore, the null hypothesis H_0 was rejected, indicating that the alternative hypothesis H_a was supported. In conclusion, the cooperative learning model of the TGT type based on Wayground media had a significant effect on the Pancasila Education learning outcomes of fifth-grade students at SD Negeri 5 Metro Timur.

Keywords: Learning Outcomes, Cooperative Learning Model, Wayground Media, Pancasila Education, Teams Games Tournament (TGT).