ABSTRAK

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* BERBASIS *QUIZIZZ PAPER MODE* TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA KELAS IV SD

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Permasalahan penelitian ini adalah rendahnya hasil belajar Pendidikan Pancasila di kelas IV SD Negeri 1 Natar. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbasis *Quizizz Paper Mode* terhadap hasil belajar Pendidikan Pancasila. Metode penelitian yang digunakan adalah *quasi experiment* dengan desain *nonequivalent control group design*. Populasi berjumlah 112 Peserta didik dan sampel yang digunakan yaitu 29 peserta didik kelas IV A dan 27 peserta didik kelas IV B, sampel ditentukan dengan *purposive sampling*. Teknik pengumpulan data menggunakan tes berupa soal untuk mengukur hasil belajar ranah kognitif serta non tes berupa observasi untuk mengukur ranah afektif. Data dianalisis menggunakan uji regresi linier sederhana dengan hasil 0,00<0,05, maka H0 ditolak dan Ha diterima. Hasil penelitian ini adalah terdapat pengaruh penerapan model pembelajaran kooperatif tipe *Teams Games Tournament* berbasis *Quizizz Paper Mode* terhadap hasil belajar Pendidikan Pancasila Kelas IV SD Negeri 1 Natar tahun ajaran 2025/2026.

Kata Kunci: hasil belajar, model pembelajaran kooperatif tipe TGT, *quizizz paper mode*

ABSTRACT

THE EFFECT OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE COOPERATIVE LEARNING MODEL BASED ON QUIZIZZ PAPER MODE ON LEARNING OUTCOMES IN PANCASILA EDUCATION FOR GRADE IV ELEMENTARY SCHOOL STUDENTS

By

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The problem of this study was the low learning outcomes in Pancasila Education among fourth-grade students at SD Negeri 1 Natar. This study aimed to determine the effect of the Teams Games Tournament (TGT) type cooperative learning model based on Quizizz Paper Mode on learning outcomes in Pancasila Education. This study employed a quasi-experimental design with a nonequivalent control group design. The population in this study consisted of 112 students, and the sample included 29 students from class IV A and 27 students from class IV B. The samples were determined using purposive sampling. Data in this study were collected through tests in the form of questions to measure learning outcomes in the cognitive domain and through observation to measure the affective domain. The data were analyzed using a simple linear regression test, and the results showed that $0.00 < 0.05$; therefore, H_0 was rejected and H_a was accepted. The results of this study indicated that the implementation of the Teams Games Tournament (TGT) type cooperative learning model based on Quizizz Paper Mode had a significant effect on learning outcomes in Pancasila Education for fourth-grade students at SD Negeri 1 Natar in the 2025/2026 academic year.

Keywords: cooperative learning type TGT, learning outcomes, quizizz paper mode