

ABSTRAK

EFEKTIVITAS MODEL *TEAMS GAMES TOURNAMENT* BERBASIS *BAAMBOOZLE* TERHADAP KEMAMPUAN BERPIKIR KRITIS MATEMATIKA KELAS IV SEKOLAH DASAR

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Masalah dalam penelitian ini yaitu rendahnya kemampuan berpikir kritis peserta didik kelas IV di SD Negeri 8 Metro Timur. Penelitian ini bertujuan untuk mengetahui efektivitas model *teams games tournament* berbasis *baamboozle* terhadap kemampuan berpikir kritis peserta didik. Metode yang digunakan pada penelitian ini adalah eksperimen dengan pendekatan kuantitatif. Desain penelitian ini menggunakan *quasi eksperimental design* dengan jenis *non-equivalent control group design*. Populasi dalam penelitian ini berjumlah 58 peserta didik dengan seluruh populasi di jadikan sampel yaitu peserta didik kelas IVA dan IVB teknik penentuan sampel menggunakan sampel jenuh. Teknik pengumpulan data dalam penelitian ini yaitu melalui tes dan non tes. Data penelitian dikumpulkan melalui kegiatan *pretest*, *posttest* dan observasi. Analisis data dilakukan menggunakan perhitungan *N-Gain* untuk mengetahui efektivitas kemampuan berpikir kritis peserta didik. Hasil penelitian menunjukkan adanya efektivitas model *teams games tournament* berbasis *baamboozle* terhadap kemampuan berpikir kritis. Dengan demikian, dapat disimpulkan bahwa model *teams games tournament* berbasis *baamboozle* efektif terhadap kemampuan berpikir kritis matematika peserta didik kelas IV SD Negeri 8 Metro Timur Tahun Ajaran 2025/2026.

Kata kunci: *baamboozle*, kemampuan berpikir kritis, *teams games tournament*,

ABSTRACT

THE EFFECTIVENESS OF THE BAAMBOOZLE-BASED TEAMS GAMES TOURNAMENT MODEL ON THE CRITICAL THINKING SKILLS OF FOURTH GRADE ELEMENTARY SCHOOLS STUDENT IN MATHEMATICS

By

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The problem in this study was the low critical thinking skills of fourth-grade students at SD Negeri 8 Metro Timur. This study aims to determine the effectiveness of the Baamboozle-based teams games tournament model on students' critical thinking skills. The method used in this study was an experiment with a quantitative approach. The research design uses a quasi-experimental design with a non-equivalent control group design. The population in this study consisted of 58 students, with the entire population serving as the sample, namely students in grades IVA and IVB. The sampling technique used was saturated sampling. The data collection techniques in this study were through tests and non-tests. The research data were collected through pretest, posttest, and observation activities. Data analysis was performed using N-Gain calculations to determine the effectiveness of students' critical thinking skills. The results of the study indicate the effectiveness of the Baamboozle-based teams games tournament model on critical thinking skills. Thus, it can be concluded that the Baamboozle-based teams games tournament model is effective for the mathematical critical thinking skills of fourth-grade students at SD Negeri 8 Metro Timur in the 2025/2026 academic year.

Key words: baamboozle, critical thinking, teams games tournament