

ABSTRAK

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA DI SEKOLAH DASAR

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Masalah penelitian ini adalah rendahnya hasil belajar pendidikan pancasila peserta didik kelas IV SD Negeri 2 Kota Gajah. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *teams games tournament* terhadap hasil belajar pendidikan pancasila peserta didik di kelas IV SD Negeri 2 Kota Gajah. Jenis penelitian ini adalah kuantitatif dengan metode *quasi experiment* dan desain *non-equivalent control group*. Pengambilan sampel menggunakan teknik *non probability sampling* tipe *purposive sampling* dengan kelas IV A sebagai kelas kontrol dan kelas IV B sebagai kelas eksperimen. Teknik pengumpulan data menggunakan teknik tes berupa soal pilihan ganda dan non tes berupa lembar observasi. Pengujian hipotesis menggunakan uji regresi linier sederhana dengan nilai signifikansi sebesar $0,000 < 0,05$ dan hasil $F_{hitung} > F_{tabel}$ ($57,341 > 4,24$) sehingga H_0 ditolak dan H_a diterima. Dengan demikian, model pembelajaran kooperatif tipe *teams games tournament* berpengaruh signifikan terhadap hasil belajar pendidikan pancasila peserta didik kelas IV SD Negeri 2 Kota Gajah.

Kata kunci: hasil belajar, model pembelajaran kooperatif, pendidikan pancasila, *teams games tournament*

ABSTRACT

THE EFFECT OF THE COOPERATIVE LEARNING TYPE TEAMS GAMES TOURNAMENT ON PANCASILA EDUCATION LEARNING OUTCOMES AT PRIMARY SCHOOL

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The problem of this study was the low learning outcomes in Pancasila Education among fourth-grade students at SD Negeri 2 Kota Gajah. This study aimed to determine the effect of the cooperative learning model of the Teams Games Tournament type on the Pancasila Education learning outcomes of fourth-grade students at SD Negeri 2 Kota Gajah. This study used a quantitative approach with a quasi-experimental method and a non-equivalent control group design. The sample was selected using a non-probability sampling technique of the purposive sampling type, with class IV A as the control class and class IV B as the experimental class. Data were collected using test techniques in the form of multiple-choice questions and non-test techniques in the form of observation sheets. Hypothesis testing used simple linear regression analysis, which showed a significance value of $0.000 < 0.05$ and $F_{\text{count}} > F_{\text{table}}$ ($57.341 > 4.24$) indicating that H_0 was rejected and H_a was accepted. Therefore, the cooperative learning model of the Teams Games Tournament type had a significant effect on the Pancasila Education learning outcomes of fourth-grade students at SD Negeri 2 Kota Gajah.

Keywords: learning outcomes, cooperative learning model, pancasila education, teams games tournament