

ABSTRAK

PENGARUH MODEL *COOPERATIVE LEARNING* TIPE JIGSAW DAN *TEAMS GAMES TOURNAMENT* TERHADAP PENINGKATAN BERPIKIR KRITIS PENDIDIKAN PANCASILA KELAS IV SEKOLAH DASAR

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Masalah dalam penelitian ini adalah rendahnya kemampuan berpikir kritis peserta didik kelas IV SD Negeri 1 Metro Utara. Tujuan penelitian ini untuk mendeskripsikan dan menganalisis pengaruh model *cooperative learning* tipe jigsaw dan *teams games tournament* terhadap peningkatan berpikir kritis peserta didik kelas IV sekolah dasar dan mengetahui perbedaan peningkatan berpikir kritis. Jenis penelitian ini adalah kuantitatif dengan metode *quasi experiment*. Desain penelitian yang digunakan adalah *non equivalent control group*. Teknik pengambilan sampel penelitian menggunakan *non probability sampling* dengan metode *purposive sampling*. Populasi yang digunakan dalam penelitian ini adalah seluruh kelas IV SD Negeri 1 Metro Utara. Sampel penelitian pada kelas IVA digunakan sebagai kelas eksperimen, kelas IVB digunakan sebagai kelas kontrol dan kelas IVC sebagai kelas uji instrumen penelitian. Keseluruhan sampel IVA dan IVB yaitu 58 peserta didik. Teknik pengumpulan data menggunakan teknik tes dan non tes. Teknik analisis data menggunakan uji regresi linier sederhana dan uji *independent sample T-test*. Hasil penelitian menunjukkan terdapat pengaruh signifikan pada model *cooperative learning* tipe jigsaw bahwa nilai $F_{hitung} 243,498 > F_{tabel} 4,19$, sedangkan model *teams games tournament* terdapat nilai $F_{hitung} 55,709 > F_{tabel} 4,19$. Terdapat perbedaan yang signifikan antara model tersebut diketahui dengan nilai $t_{hitung} = 0,010 > t_{tabel} = 0,05$.

Kata Kunci : *cooperative learning* tipe jigsaw, *cooperative learning* tipe *teams games tournament*, berpikir kritis, pendidikan pancasila.

ABSTRACT

THE EFFECT OF JIGSAW AND TEAMS GAMES TOURNAMENT COOPERATIVE LEARNING MODELS ON IMPROVING CRITICAL THINKING IN PANCASILA EDUCATION OF FOURTH GRADE STUDENTS IN ELEMENTARY SCHOOLS

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The problem in this research is the low critical thinking ability of fourth grade students at SD Negeri 1 Metro Utara. The purpose of this research is to describe and analyze the effect of the cooperative learning model types Jigsaw and Teams Games Tournament on the improvement of critical thinking among fourth grade elementary school students, and to determine the difference in the improvement of critical thinking. This research is quantitative in type, using a quasi-experimental method. The research design used is a non-equivalent control group. The sampling technique employed is non-probability sampling with purposive sampling. The population used in this research is all fourth grade classes at SD Negeri 1 Metro Utara. The research samples are: fourth grade A as the experimental class, fourth grade B as the control class, and fourth grade C as the instrument testing class. The total sample for fourth grade A and fourth grade B classes is 58 students. The data collection technique uses test and non test methods. The data analysis technique uses simple linear regression testing and independent sample t-test. The research results show a significant influence on the cooperative learning model type Jigsaw, with a calculated F_{count} of 243,498 $>$ F_{table} of 4.19, while for the Teams Games Tournament model, the calculated F_{count} is 55,709 $>$ F_{table} of 4.19. There is a significant difference between the models, as indicated by a calculated t_{count} of $0.010 < t_{\text{table}}$ of 0.05.

Keywords : cooperative learning type jigsaw, cooperative learning type teams games tournament, critical thinking, pancasila education.