

Nadhyva Maulida Farih, 2026. Pengaruh Model *Teams Games Tournament* Berbantuan Media *Flashcard* Materi Daerahku Kebanggaanku Terhadap Hasil Belajar Siswa SDN Kamal 1. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Dosen Pembimbing: Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* berbantuan media *flashcard* pada materi Daerahku Kebanggaanku terhadap hasil belajar siswa SDN Kamal 1. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *pre-experimental design* dan rancangan *one group pretest posttest design*. Populasi penelitian berjumlah 27 siswa dengan teknik pengambilan sampel menggunakan sampling jenuh. Teknik pengumpulan data dilakukan melalui tes, observasi, dan dokumentasi. Hasil penelitian menunjukkan bahwa rata-rata nilai *pretest* siswa sebesar 48,14 dan meningkat menjadi 78,88 pada nilai *posttest*. Berdasarkan hasil analisis uji t diperoleh nilai t_{hitung} sebesar 9,478 dan t_{tabel} sebesar 2,056, sehingga $t_{hitung} > t_{tabel}$. Selain itu, nilai signifikansi (*Sig. 2-tailed*) sebesar $0,001 < 0,05$, sehingga H_0 ditolak dan H_a diterima. Hasil analisis N-Gain menunjukkan persentase sebesar 58% yang termasuk dalam kategori cukup efektif. Hasil penelitian ini juga diperkuat oleh observasi keterlaksanaan pembelajaran, dengan aktivitas guru mencapai 100% dan aktivitas siswa 90%, keduanya berkategori sangat baik. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *Teams Games Tournament* berbantuan media *flashcard* pada materi daerahku kebanggaanku terhadap hasil belajar siswa SDN Kamal 1 dan model *Teams Games Tournament* berbantuan media *flashcard* materi daerahku kebanggaanku efektif dalam meningkatkan hasil belajar siswa.

Kata kunci: *Teams Games Tournament, flashcard, hasil belajar*

Nadhyva Maulida Farih. 2026. *The Effect of Teams Games Tournament Learning Model Assisted by Flashcard Media on “Daerahku Kebanggaanku” Material toward Learning Outcomes at SDN Kamal 1*. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRACT

This study aimed to determine the effect of the Teams Games Tournament (TGT) learning model assisted by flashcard media on students' learning outcomes in the “Daerahku Kebanggaanku” material at SDN Kamal 1. This study employed a quantitative approach using a pre-experimental design with a one-group pretest-posttest design. The population consisted of 27 students, and the sampling technique used was saturated sampling. Data were collected through tests, observations, and documentation. The results showed that the average pretest score was 48.14 and increased to 78.88 on the posttest. Based on the t-test analysis, the calculated t-value was 9.478, while the t-table value was 2.056, indicating that $t_{count} > t_{table}$. In addition, the significance value (Sig. 2-tailed) was $0.001 < 0.05$, meaning that H_0 was rejected and H_a was accepted. The N-Gain analysis yielded a percentage of 58%, which falls into the moderately effective category. These findings were further supported by the observation results of the learning implementation, where teacher activity reached 100% and student activity reached 90%, both categorized as very good. Therefore, it can be concluded that the Teams Games Tournament (TGT) learning model assisted by flashcard media had a significant effect on the learning outcomes of students at SDN Kamal 1 and was effective in improving students' learning outcomes in the “Daerahku Kebanggaanku” material.

Keywords: *Teams Games Tournament, flashcard, learning outcomes.*