

Shafira Bonita Hakim. 2024. *Pengaruh Model Pembelajaran Kooperatif Tipe Teams Games Tournament (TGT) Terhadap Hasil Belajar Siswa Pada Tema 5 Subtema 1 Kelas III UPTD SDN Kamal 1*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ana Naimatul Jannah, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* (TGT) terhadap hasil belajar siswa pada tema 5 subtema 1 kelas III UPTD SDN Kamal 1. Penelitian ini merupakan penelitian kuantitatif dengan jenis penelitian eksperimen, desain yang digunakan yaitu *Pre-Exsperimental Designs* dengan *One-Group Pre-test-Post-test Design*. Pengambilan sampel menggunakan teknik *sample population*. Sampel yang digunakan berjumlah 26 siswa. Data dikumpulkan dengan menggunakan soal *pre-test* dan *post-test*. Hasil penelitian menunjukkan bahwa model pembelajaran *Teams Games Tournament* (TGT) terdapat pengaruh yang signifikan terhadap hasil belajar siswa. Besar pengaruh perbedaan terbukti dari hasil uji *paired sample t-test*. Hasil penghitungan uji *paired sample t-test* diperoleh nilai signifikansi sebesar 0.000. Karena nilai $\text{Sig. (2-tailed)} < 0,05$ ($0.000 < 0,05$), serta nilai *t*-hitung lebih besar dari *t*-tabel ($28,257 > 2,160$) maka H_0 ditolak dan H_a diterima yang artinya terdapat pengaruh yang signifikan pada penerapan model pembelajaran *Teams Games Tournament* (TGT) terhadap hasil belajar siswa tema 5 subtema 1 kelas III UPTD SDN Kamal 1.

Kata kunci: Model pembelajaran, *Teams Games Tournament* (TGT), Hasil Belajar, Tematik.

Shafira Bonita Hakim. 2024. *The Effect of Teams Games Tournament (TGT) Learning Models on Student Learning Outcomes in Theme 5 Sub-theme 1 UPTD SDN Kamal 1*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Ana Naimatul Jannah, S.Pd., M.Pd..

ABSTRACT

This study aims to determine the effect of the Teams Games Tournament (TGT) learning model on student learning outcomes in theme 5 sub-themes 1 at third grade of Elementary School of Kamal 1. This research is a quantitative research with experimental research type, the design used is Pre-Experimental Designs with One-Group Pre-test-Post-test Design. Sampling using sample population technique. The sample used amounted to 26 students. Data was collected using pre-test and post-test questions. The results of the study show that the Teams Games Tournament (TGT) learning model has a significant effect on student learning outcomes. The effect of the difference is evident from the results of the paired sample t-test. The results of the calculation of the paired sample t-test obtained a significance value of 0.000. Since the value of Sig. (2-tailed) < 0.05 (0.000 < 0.05), and the t-count value is greater than t-table (28.257 > 2.160) then H_0 is rejected and H_a is accepted, which means that there is a significant influence on the application of the Teams Games Tournament (TGT) learning model on student learning outcomes in theme 5 sub-theme 1 at third grade of Elementary School of Kamal 1.

Keywords: *Learning model, Teams Games Tournament (TGT), learning outcomes, Thematic.*