

Muhammad Shodiqin, 2026. Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Berbantuan *Bamboozle* Terhadap Hasil Belajar Siswa Kelas 5B SDN Kamal 2. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Dosen Pembimbing: Aditya Dyah Puspitasari, S.Pd., M.Pd.

## ABSTRAK

Abstrak: Tujuan penelitian ini adalah untuk mengetahui pengaruh pada penerapan model pembelajaran *Teams Games Tournament* dengan bantuan *Bamboozle* terhadap hasil belajar siswa kelas 5B SDN Kamal 2. Penelitian ini menggunakan jenis penelitian kuantitatif dengan metode *pre-experimental design* dan rancangan *one group pretest posttest design*. Populasi dalam penelitian ini berjumlah 20 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 55,6 dan meningkat menjadi 77,5 pada nilai *posttest*. Berdasarkan hasil analisis uji t diperoleh nilai t hitung sebesar 8,272 dan t tabel sebesar 2,093, sehingga t hitung > t tabel. Selain itu, nilai signifikansi (*Sig. 2-tailed*) sebesar  $0,000 < 0,05$ , sehingga  $H_0$  ditolak dan  $H_a$  diterima. Hasil penelitian ini juga diperkuat oleh observasi keterlaksanaan pembelajaran, dengan aktivitas guru mencapai 94% dan aktivitas siswa 94%, keduanya berkategori sangat baik. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *Teams Games Tournament* (TGT) berbantuan *Bamboozle* pada materi kegiatan ekonomi terhadap hasil belajar siswa kelas 5B SDN Kamal 2.

Kata-kata kunci: *Teams Games Tournament*, *Bamboozle*, hasil belajar

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### **ABSTRACT**

*Abstract: This study aims to determine the effect of applying the Teams Games Tournament learning model assisted by Bamboozle on the learning outcomes of grade 5B students at SDN Kamal 2. This research employed a quantitative approach with a pre-experimental design, using a one-group pretest-posttest design. The population consisted of 20 students, with the sample determined using saturated sampling technique. Data were collected through tests, observation, and documentation. The results showed that the students' average pretest score was 55.6, which increased to 77.5 in the posttest. Based on the t-test analysis, the calculated t-value was 8.272 while the t-table value was 2.093, indicating that  $t_{\text{calculated}} > t_{\text{table}}$ . In addition, the significance value (Sig. 2-tailed) was  $0.000 < 0.05$ , meaning that  $H_0$  was rejected and  $H_a$  was accepted. These findings were further supported by observations of learning implementation, with teacher activity reaching 94% and student activity reaching 94%, both categorized as very good. It can therefore be concluded that the Teams Games Tournament (TGT) learning model assisted by Bamboozle had a significant effect on the learning outcomes of grade 5B students at SDN Kamal 2 on the topic of economic activities.*

*Keywords: Teams Games Tournament, Bamboozle, learning outcomes*