

Yanu Robbianto. 2020. Pengaruh Model Pembelajaran Kooperatif tipe *Teams Games Tournament* terhadap hasil belajar peserta didik pada Pembelajaran Pendidikan Pancasila Kelas V SDN Kraton 5 Bangkalan. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas keguruan dan ilmu pendidikan, Universitas Trunojoyo Madura. Pembimbing : Dr. Widya Trio Pangestu, M.Pd.

ABSTRAK

Dengan adanya sebuah permasalahan yaitu nilai ketuntasan keseluruhan peserta didik kelas V SDN Kraton 5 Bangkalan belum dinyatakan tuntas dan perlu adanya inovasi penggunaan model pembelajaran agar peserta didik mampu berpikir kritis, serta bekerja sama dengan teman untuk memecahkan masalah yang berkaitan dengan kehidupan sehari-hari. Untuk mengetahui pengaruh yang signifikan penerapan Model Pembelajaran Kooperatif tipe *Teams Games Tournament* terhadap hasil belajar peserta didik pada Pembelajaran Pendidikan Pancasila Kelas V SDN Kraton 5 Bangkalan. Desain penelitian eksperimen dalam penelitian ini adalah menggunakan yaitu *Pre-Experimental Design* bentuk *one group pretest-posttest*. Dalam penelitian ini, teknik pengambilan sampel yang digunakan adalah sampel jenuh dengan jumlah sampel yaitu seluruh peserta didik kelas V di SDN Kraton 5 Bangkalan sebanyak 21 peserta didik. Adapun rinciannya yaitu 10 peserta didik laki-laki dan 11 peserta didik perempuan. hasil uji hipotesis *Wilcoxon* dapat diambil keputusan yakni jika nilai *Asymp.Sig. (2-tailed)* nya kurang dari 0,05, maka H_1 diterima dan H_0 ditolak. Sementara itu, apabila nilai *Asymp.Sig. (2-tailed)* lebih dari 0,05, maka H_1 ditolak dan H_0 diterima. Berdasarkan data uji *Wilcoxon* yang sudah dilakukan dapat diketahui nilai *Asymp.Sig. (2-tailed)* 0,000, atau nilai *Asymp.Sig. (2-tailed)* data $< 0,05$ maka H_1 diterima dan H_0 ditolak, dapat diartikan bahwa terdapat perbedaan signifikan hasil belajar peserta didik sebelum dan sesudah diterapkan model pembelajaran kooperatif tipe *teams games tournament*. Karena dalam penelitian ini terdapat perbedaan antara sebelum dan sesudah di terapkannya model pembelajaran kooperatif tipe *teams games tournament* maka dapat disimpulkan model pembelajaran kooperatif tipe *teams games tournament* berpengaruh terhadap hasil belajar peserta didik Kelas V SDN Kraton 5 Bangkalan.

Kata Kunci: Model pembelajaran kooperatif, *teams games tournament*, hasil belajar

Yanu Robbianto. 2020. *The influence of the Teams Games Tournament type Cooperative Learning Model on student learning outcomes in Class V Pancasila Education Learning at SDN Kraton 5 Bangkalan*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Dr. Widya Trio Pangestu, M.Pd.

ABSTRACT

The existence of a problem, namely that the overall completion score of class V students at Elementary School Of Kraton 5 Bangkalan has not been declared complete and there is a need for innovation in the use of learning models so that students can think critically and work together with friends to solve problems related to everyday life. To determine the significant influence of implementing the Teams Games Tournament type Cooperative Learning Model on student learning outcomes in Class V Pancasila Education Learning at Elementary School Of Kraton 5 Bangkalan. The experimental research design in this research is to use Pre-Experimental Design in the form of one group pretest-posttest. In this research, the sampling technique used was a saturated sample, with the sample size being all class V students at Elementary School Of Kraton 5 Bangkalan, as many as 21 students. The details are 10 male students and 11 female students. From the results of the Wilcoxon hypothesis test, a decision can be taken, namely if the value of Asymp.Sig. (2-tailed) is less than 0.05, then H_1 is accepted and H_0 is rejected. Meanwhile, if the value of Asymp.Sig. (2-tailed) is more than 0.05, then H_1 is rejected and H_0 is accepted. Based on the Wilcoxon test data that has been carried out, the value of Asymp.Sig can be determined. (2-tailed) 0.000, or Asymp.Sig value. (2-tailed) data < 0.05, so H_1 is accepted and H_0 is rejected, it can be interpreted that there is a significant difference in student learning outcomes before and after the team games tournament type cooperative learning model is implemented. Because in this research, there are differences between before and after the implementation of the cooperative learning model of the team's games stage type, it can be concluded that the cooperative learning model of the team's games stage type affects the learning outcomes of Class V students at Elementary School Of Kraton 5 Bangkalan.

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