

Atiq Elifia Mahfuzah Mk. 2025. *Pengaruh Model Pembelajaran TGT (Team Games Tournament) Berbantuan Media Ular Tangga Terhadap Penguasaan Konsep Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Eva Ari Wahyuni.

ABSTRAK

Penelitian ini dilakukan karena rendahnya penguasaan konsep siswa, keterlibatan siswa secara aktif dalam pembelajaran, media pembelajaran, dan klasifikasi makhluk hidup tergolong materi yang sulit dikuasai oleh siswa. Penelitian ini bertujuan untuk mengetahui perbedaan penguasaan konsep antara kelas eksperimen yang menggunakan model pembelajaran TGT (*Team Games Tournament*) berbantuan media ular tangga dan kelas kontrol yang menggunakan model pembelajaran konvensional. Penelitian ini merupakan penelitian kuantitatif menggunakan desain *Nonequivalent Control Group Design*. Populasi penelitian ini adalah seluruh siswa kelas VII tahun ajaran 2024/2025 UPTD SMP Negeri 3 Bangkalan. Sampel dalam penelitian ini terdiri dari kelas VII C sebagai kelas kontrol dan kelas VII D sebagai kelas eksperimen dengan teknik pengambilan sampel *purposive sampling*. Penguasaan konsep siswa diukur menggunakan 12 butir soal uraian yang mencakup enam indikator penguasaan konsep. Teknik analisis data yang digunakan meliputi uji *N-Gain*, uji *Mann Whitney U*, analisis keterlaksanaan pembelajaran, dan analisis respons siswa. Hasil penelitian: (1) Terdapat perbedaan rata-rata penguasaan konsep siswa antara kelas eksperimen dengan kelas kontrol berdasarkan uji *Mann Whitney U* yang memperoleh nilai sig. (2 tailed) sebesar $0,018 < 0,05$; (2) Penguasaan konsep siswa kelas eksperimen mengalami peningkatan yang dibuktikan melalui skor rata-rata *N-Gain* sebesar 0,47 yang termasuk kategori sedang; (3) Respons siswa sangat baik dan diperoleh rata-rata sebesar 85,57%; (4) Keterlaksanaan pembelajaran sangat baik dan diperoleh rata-rata sebesar 98,48%. Kesimpulan penelitian ini adalah terdapat perbedaan penguasaan konsep antara kelas eksperimen yang menggunakan model TGT (*Team Games Tournament*) berbantuan media ular tangga dan kelas kontrol yang menggunakan model pembelajaran konvensional.

Kata kunci: Klasifikasi Makhluk Hidup, Media Ular Tangga, Model Pembelajaran TGT, Penguasaan Konsep

Atiq Elifia Mahfuzah Mk. 2025. *The Influence of TGT (Team Games Tournament) Learning Model Assisted by Snakes and Ladders Media on Student's Concept Mastery*. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor: Eva Ari Wahyuni.

ABSTRACT

This study was conducted because of the low mastery of student concepts, active student involvement in learning, learning media, and classification of living things are classified as difficult material for students to master. This study aims to determine the difference in concept mastery between the experimental class using the TGT (Team Games Tournament) learning model assisted by snakes and ladders media and the control class using the conventional learning model. This study is a quantitative study using the Nonequivalent Control Group Design. The population of this study was all students of grade VII of the 2024/2025 academic year of UPTD SMP Negeri 3 Bangkalan. The sample in this study consisted of class VII C as the control class and class VII D as the experimental class with a purposive sampling technique. Student concept mastery was measured using 12 descriptive questions covering six indicators of concept mastery. Data analysis techniques used include the N-Gain test, Mann Whitney U test, learning implementation analysis, and student response analysis. Research results: (1) There is a difference in the average student concept mastery between the experimental class and the control class based on the Mann Whitney U test which obtained a sig. value. (2 tailed) of $0.018 < 0.05$; (2) The mastery of the experimental class students' concepts increased as evidenced by the average N-Gain score of 0.47 which is included in the moderate category; (3) The students' response was very good and an average of 85.57% was obtained; (4) The implementation of learning was very good and an average of 98.48% was obtained. The conclusion of this study is that there is a difference in concept mastery between the experimental class using the TGT (Team Games Tournament) model assisted by snakes and ladders media and the control class using the conventional learning model.

Keywords: *Classification of Living Things, Snakes and Ladders Media, TGT Learning Model, Concept Mastery.*