

**PENGARUH MODEL PEMBELAJARAN TEAMS GAMES
TOURNAMENT (TGT) BERBANTUAN MEDIA ULAR TANGGA
DITINJAU DARI KEMAMPUAN PENALARAN MATEMATIS
TERHADAP HASIL BELAJAR MATEMATIKA SISWA KELAS VIII SMP
NEGERI 6 SINGARAJA**

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ABSTRAK

Tujuan dari kajian ini adalah menganalisis pengaruh model pembelajaran TGT berbantuan media ular tangga terhadap hasil belajar matematika siswa ditinjau dari kemampuan penalaran matematis siswa. Kajian ini termasuk penelitian eksperimen semu. desain kajiannya yakni *factorial design treatment by level*. Sampel kajian ini ialah siswa kelas VIII 1, VIII 2, VIII 3 dan VIII 5 SMP Negeri 6 Singaraja pada Tahun Ajaran 2022/2023. Kelas kontrol serta eksperimen masing-masingnya dikelompokkan ke dalam dua yakni bernalar matematis tinggi serta rendah. Data dari kajian ini dianalisis menggunakan analisis statistik ANAVA dua jalur dan dilanjutkan dengan uji *Scheffe*. Berdasarkan analisis data diperoleh nilai F_A sebesar 4,127 dan nilai F_{AB} sebesar 37,741. Kemudian pada uji *Scheffe* diperoleh nilai signifikansi sebesar $0,044 < 0,05$ pada perbandingan kelompok $A1B1$ dan $A2B1$, serta nilai signifikansi sebesar $0,000 < 0,05$ pada perbandingan kelompok $A1B2$ dan $A2B2$. Sehingga dapat disimpulkan bahwa pada masing-masing perbandingan kelompok terdapat perbedaan yang signifikan. Pada kelompok $A1B1$ diperoleh rata-rata sebesar 76,19, kelompok $A1B2$ sebesar 74,76, kelompok $A2B1$ sebesar 87,05 dan pada kelompok $A2B2$ sebesar 53,18.. Berdasarkan hasil tersebut dapat dibuat kesimpulan sebagai berikut: (1) terdapat perbedaan hasil belajar matematika antara siswa yang mengikuti model pembelajaran TGT berbantuan media ular tangga dan model pembelajaran konvensional, (2) terdapat pengaruh interaksi antara model pembelajaran dan kemampuan penalaran matematis terhadap hasil belajar matematika siswa, (3) pada kelompok siswa dengan kemampuan penalaran matematis tinggi, hasil belajar matematika siswa dengan model pembelajaran TGT berbantuan media ular tangga lebih jelek dibandingkan kegiatan belajar konvensional, (4) pada kelompok siswa dengan kemampuan penalaran matematis rendah, hasil belajar matematika siswa dengan model pembelajaran TGT berbantuan media ular tangga lebih baik dibandingkan kegiatan belajar konvensional.

Kata Kunci: *Model Pembelajaran Teams Games Tournament (TGT) berbantuan media ular tangga, Kemampuan Penalaran Matematis Siswa, Hasil Belajar.*

**THE EFFECT OF TEAMS GAMES TOURNAMENT (TGT) LEARNING
MODEL ASSISTED BY SNAKES AND LADDERS MEDIA IN TERMS OF
MATHEMATICAL REASONING ABILITY ON MATHEMATICS
LEARNING OUTCOMES OF STUDENTS IN CLASS VIII SMP NEGERI 6
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ABSTRACT

The purpose of this study is to analyze the effect of the TGT model assisted by the snake and ladder media on students' mathematics learning outcomes, considering students' mathematical reasoning abilities. This study employed a quasi-experimental research design with a factorial treatment by level. The study's sample consisted of students from classes VIII 1, VIII 2, VIII 3, and VIII 5 at SMP Negeri 6 Singaraja in the academic year 2022/2023. The control and experimental classes were divided into two groups based on high and low mathematical reasoning abilities. The data from this study were analyzed using a two-way ANOVA statistical analysis, followed by the Scheffe test. The analysis of the data resulted in an F_A value of 4.127 and an F_{AB} value of 37.741. Furthermore, the Scheffe test yielded a significance value of $0.044 < 0.05$ for the comparison between groups A1B1 and A2B1, and a significance value of $0.000 < 0.05$ for the comparison between groups A1B2 and A2B2. Thus, it can be concluded that there are significant differences in each group comparison. The average scores obtained were as follows: 76.19 for group A1B1, 74.76 for group A1B2, 87.05 for group A2B1, and 53.18 for group A2B2. Based on these results, the following conclusions can be drawn: (1) there are differences in mathematics learning outcomes between students who participate in the TGT learning model assisted by the snake and ladder media and those who follow conventional learning models, (2) there is an interaction effect between the learning model and students' mathematical reasoning abilities on their mathematics learning outcomes, (3) in the group of students with high mathematical reasoning abilities, the mathematics learning outcomes of students using the TGT learning model assisted by the snake and ladder media are poorer compared to conventional learning activities, (4) in the group of students with low mathematical reasoning abilities, the mathematics learning outcomes of students using the TGT learning model assisted by the snake and ladder media are better compared to conventional learning activities.

Keywords: *Teams Games Tournament (TGT) Learning Model assisted by snake and ladder media, Students' Mathematical Reasoning Abilities, Learning Outcomes*