

ABSTRAK

Penelitian ini bertujuan untuk mengetahui 1) untuk mengetahui perbedaan yang signifikan kemampuan kolaborasi antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan kemampuan kolaborasi kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I Kecamatan Bangli, 2) untuk mengetahui perbedaan yang signifikan hasil belajar antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan hasil belajar kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I Kecamatan Bangli, 3) untuk mengetahui perbedaan yang signifikan kemampuan kolaborasi dan hasil belajar antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan kemampuan kolaborasi dan hasil belajar kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I kecamatan Bangli. Jenis penelitian ini adalah penelitian eksperimen semu. Populasi penelitian ini adalah siswa kelas V SD negeri di Gugus 1 Kecamatan Bangli yang berjumlah 125 siswa. Dari jumlah tersebut akan diambil sampel sebanyak 25% dari jumlah seluruh populasi. Teknik pengambilan sampel pada penelitian ini dilakukan dengan teknik *random sampling* dengan cara mengundi nama-nama sekolah yang ada di Gugus 1 kecamatan Bangli. Adapun yang terpilih menjadi sampel adalah siswa kelas V di SD Negeri 2 Bunutin yang berjumlah 21 orang sebagai kelas eksperimen dan siswa kelas V di SD Negeri 1 Tamanbali yang berjumlah 23 siswa sebagai kelas kontrol. Desain penelitian yang digunakan yaitu *post-test only non equivalent control group design*. Metode

pengumpulan data menggunakan teknik tes dan non tes. Data dianalisis dengan menggunakan Manova hasil penelitian menunjukkan bahwa: (1) terdapat perbedaan yang signifikan kemampuan kolaborasi antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan kemampuan kolaborasi kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I Kecamatan Bangli pada nilai $\text{sig.}0,000 > 0,05$. (2) terdapat perbedaan yang signifikan hasil belajar antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan hasil belajar kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I Kecamatan Bangli pada nilai $\text{sig.}0,000 > 0,05$. (3) terdapat perbedaan yang signifikan kemampuan kolaborasi dan hasil belajar antara kelompok siswa yang dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah dan kemampuan kolaborasi dan hasil belajar kelompok siswa yang tidak dibelajarkan dengan model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah pada muatan pelajaran Pendidikan Pancasila siswa kelas V SD di Gugus I kecamatan Bangli pada nilai $\text{sig.}0,000 > 0,05$. Berdasarkan temuan tersebut, dapat disimpulkan bahwa model pembelajaran kooperatif *Team Game Tournament* berbasis pemecahan masalah berpengaruh positif terhadap kemampuan kolaborasi dan hasil belajar Pendidikan Pancasila.

Kata Kunci: *Team Games Tournament* berbasis pemecahan masalah, kemampuan kolaborasi, hasil belajar

ABSTRACT

This study aims to find out 1) to determine the significant difference in collaboration ability between groups of students who are taught with the Team Game Tournament cooperative learning model based on problem solving and the collaboration ability of groups of students who are not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I Bangli District, 2) to determine the significant differences in learning outcomes between groups of students who are taught with the Team Game Tournament cooperative learning model based on problem solving and learning outcomes of groups of students who are not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I Bangli District, 3) to determine significant differences in collaboration skills and learning outcomes between groups of students who are taught with the Team Game Tournament cooperative learning model based on problem solving and collaboration skills and learning outcomes of groups of students who are not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I of Bangli sub-district. This type of research is pseudo-experimental research. The population of this study was grade V students of public elementary schools in Cluster 1 of Bangli District, totaling 125 students. From this number, 25% of the total population will be sampled. The sampling technique in this study was carried out by random sampling technique by drawing the names of schools in Cluster 1 of Bangli sub-district. The samples were 21 grade V students at SD Negeri 2 Bunutin as an experimental class and 23 grade V students at SD Negeri 1 Tamanbali as a control class. The research design used was post-test only non equivalent control group design. Data collection methods using test and non-test techniques. Data analyzed using Manova showed that: (1) there was a significant difference in collaboration

ability between groups of students who were taught with the problem-solving Team Game Tournament cooperative learning model and the collaboration ability of groups of students who were not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I Bangli District at a value of $\text{sig.}0.000 > 0.05$. (2) there are significant differences in learning outcomes between groups of students who are taught with the Team Game Tournament cooperative learning model based on problem solving and learning outcomes of groups of students who are not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I Bangli District at the value of $\text{sig.}0,000 > 0.05$. (3) there are significant differences in collaboration skills and learning outcomes between groups of students who are taught with the Team Game Tournament cooperative learning model based on problem solving and collaboration skills and learning outcomes of groups of students who are not taught with the Team Game Tournament cooperative learning model based on problem solving on the content of Pancasila Education lessons for grade V elementary school students in Cluster I Bangli sub-district at a value of $\text{sig.}0.000 > 0.05$. Based on these findings, it can be concluded that the Team Game Tournament cooperative learning model based on problem solving has a positive effect on collaboration skills and learning outcomes of Pancasila Education.

Keywords : Team Games Tournament based on problem solving, collaboration skills, learning outcomes