

**PENGARUH MODEL PEMBELAJARAN TGT BERBANTUAN MEDIA
PHYSICS EDUCATION TECHNOLOGY TERHADAP BERPIKIR KRITIS
MATEMATIKA MATERI PECAHAN KELAS III SD GUGUS 1 GIANYAR
TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh yang signifikan model pembelajaran *Team Games Tournament* berbantuan media *Physics Education Technology* terhadap berpikir kritis matematika materi pecahan kelas III SD Gugus 1 Gianyar Tahun Ajaran 2024/2025. Penelitian ini merupakan penelitian semu (*quasi-eksperimental design*) dengan rancangan *non-equivalent control group design*. Populasi dalam penelitian ini yaitu siswa kelas III SD Gugus 1 Gianyar, sebanyak 209 siswa. Pengambilan sampel dilakukan dengan teknik *cluster random sampling* dan diperoleh sampel yaitu siswa kelas III SD Negeri 1 Gianyar sebagai kelompok eksperimen dengan jumlah siswa sebanyak 35 orang dan siswa kelas III SD Negeri 7 Gianyar sebagai kelompok kontrol dengan jumlah siswa sebanyak 35 orang. Metode pengumpulan data menggunakan tes pilihan ganda. Data hasil penelitian dianalisis dengan teknik analisis statistik Uji-T. Hasil analisis data diperoleh bahwa persentase skor rata-rata *post-test* berpikir kritis dalam pembelajaran matematika materi pecahan kelompok eksperimen yaitu 84,857143% berada pada kategori tinggi, sedangkan rata-rata berpikir kritis siswa kelompok kontrol yaitu 67,857143% berada pada kategori sedang. Hasil analisis uji-T diperoleh T_{hitung} adalah 11,310 dengan taraf signifikansi 5% didapatkan T_{tabel} adalah 1,995. Dengan kata lain $T_{hitung} = 11,310 > T_{tabel} = 1,995$ sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa model pembelajaran *Team Games Tournament* berbantuan media *Physics Education Technology* berpengaruh terhadap berpikir kritis siswa dalam pembelajaran matematika materi pecahan kelas III SD Gugus 1 Gianyar Tahun Ajaran 2024/2025.

Kata Kunci: model *Team Games Tournament*, Media *Physics Education Technology*, Kemampuan Berpikir Kritis.

**THE EFFECT OF TGT LEARNING MODEL ASSISTED BY PHYSICS
EDUCATION TECHNOLOGY MEDIA ON CRITICAL THINKING IN
MATHEMATICS ON FRACTION MATERIAL OF GRADE III
ELEMENTARY SCHOOL GUGUS 1 GIANYAR IN THE 2024/2025
ACADEMIC YEAR**

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ABSTRACT

This study aims to determine the significant effect of the Team Games Tournament learning model assisted by Physics Education Technology media on critical thinking in mathematics on fraction material of grade III ELEMENTARY SCHOOL GUGUS 1 Gianyar in the 2024/2025 ACADEMIC YEAR. This study is a quasi-experimental design with a non-equivalent control group design. The population in this study were grade III students of Elementary School Gugus 1 Gianyar, totaling 209 students. Sampling was done using cluster random sampling technique and obtained samples, namely students of grade III of SD Negeri 1 Gianyar as an experimental group with a total of 35 students and students of grade III of SD Negeri 7 Gianyar as a control group with a total of 35 students. The data collection method used multiple choice tests. The research data were analyzed using the T-test statistical analysis technique. The results of the data analysis showed that the percentage of the average post-test score of critical thinking in learning mathematics on fractions in the experimental group was 84.857143% in the high category, while the average critical thinking of students in the control group was 67.857143% in the medium category. The results of the T-test analysis obtained Tcount is 11.310 with a significance level of 5% obtained Ttable is 1.995. In other words, $T_{count} = 11.310 > T_{table} = 1.995$ so that H_0 is rejected and H_1 is accepted. So it can be concluded that the Team Games Tournament learning model assisted by Physics Education Technology media has an effect on students' critical thinking in learning mathematics on fraction material for grade III SD Gugus 1 Gianyar in the 2024/2025 Academic Year.

Keywords: Team Games Tournament model, Physics Education Technology media, Critical Thinking Skills.