PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN *PUZZLE* EDUKATIF TERHADAP KOMPETENSI PENGETAHUAN MATEMATIKA SISWA KELAS V GUGUS II KECAMATAN KLUNGKUNG TAHUN AJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *Teams Games Tournament* (TGT) berbantuan *puzzle* edukatif terhadap kompetensi pengetahuan matematika siswa kelas V Gugus II Kecamatan Klungkung tahun ajaran 2024/2025. Jenis penelitian yang digunakan adalah penelitian eksperimen semu (*Quasi Eksperimental Design*) dengan rancangan penelitian *Non-Equivalent Control Group Design.* Populasi dalam penelitian ini adalah seluruh Kelas V di Gugus II Kecamatan Klungkung tahun ajaran 2024/2025 yang terdiri dari atas 7 kelas dengan jumlah siswa 275 orang. Teknik penentuan sampel dalam penelitian ini adalah teknik *cluster random sampling,* diperoleh kelas V SD Negeri Semarapura Kaja sebanyak 21 siswa sebagai kelompok eksperimen dan kelas V SD Negeri 2 Akah sebanyak 25 siswa sebagai kelompok kontrol. Data kompetensi pengetahuan matematika diperoleh dengan memberikan butir tes pilihan ganda dan dianalisis dengan uji-t *Polled Varians*. Hasil uji hipotesis menunjukkan bahwa hasil $t\text{-}_{hitung}$ = 4,815 > $t\text{-}_{tabel}$ = 2,015. Dengan taraf signifikanti 5% dan dk= 44. Hasil analisis menunjukkan bahwa terdapat perbedaan yang signifikan kompetensi pengetahuan matematika kelompok siswa yang dibelajarkan dengan model *Teams Games Tournament* (TGT) berbantuan *puzzle* edukatif dan kelompok siswa yang dibelajarkan dengan pembelajaran konvensional. Dengan demikian, dapat disimpulkan bahwa model *Teams Games Tournament* (TGT) berbantuan *puzzle* edutif berpengaruh terhadap peningkatan kompetensi pengetahuan matematika siswa kelas V Gugus II Kecamatan Klungkung tahun ajaran 2024/2025.

Kata Kunci: Model *Teams Games Tournament*, *puzzle* edukatif, kompetensi pengetahuan matematika.

THE EFFECT OF TEAMS GAMES TOURNAMENT (TGT) LEARNING MODEL ASSISTED BY EDUCATIONAL PUZZLES ON THE MATHEMATICS KNOWLEDGE COMPETENCY OF GRADE V STUDENTS OF GUGUS II, KLUNGKUNG DISTRICT IN THE 2024/2025 ACADEMIC YEAR

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ABSTRACT

This study aims to determine the effect of the Teams Games Tournament (TGT) model assisted by educational puzzles on the mathematical knowledge competence of class V students in Cluster II, Klungkung District in the 2024/2025 academic year. The type of research used is quasi-experimental research (Quasi Experimental Design) with a Non-Equivalent Control Group Design research design. The population in this study were all Class V in Cluster II, Klungkung District in the 2024/2025 academic year consisting of 7 classes with a total of 275 students. The sampling technique in this study was the cluster random sampling technique, obtained class V SD Negeri Semarapura Kaja as many as 21 students as the experimental group and class V SD Negeri 2 Akah as many as 25 students as the control group. Mathematical knowledge competency data were obtained by providing multiple-choice test items and analyzed using the Polled Variance t-test. The results of the hypothesis test showed that the t-count = 4.815> t-table = 2.015. With a significance level of 5% and dk = 44. The results of the analysis show that there is a significant difference in the mathematical knowledge competence of the group of students who are taught with the Teams Games Tournament (TGT) model assisted by educational puzzles and the group of students who are taught with conventional learning. Thus, it can be concluded that the Teams Games Tournament (TGT) model assisted by educational puzzles has an effect on increasing the mathematical knowledge competence of class V students in Cluster II, Klungkung District in the 2024/2025 academic year.

Keywords*: Teams Games Tournament Model, educational puzzles, mathematical knowledge competence.*