

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES TOURNAMENT* BERBASIS *TRI HITA KARANA* TERHADAP HASIL BELAJAR IPA SISWA KELAS IV SD GUGUS I KECAMATAN JEMBRANA TAHUN PELAJARAN 2019/2020**

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**ABSTRAK**

Tujuan penelitian ini adalah untuk menganalisis pengaruh model pembelajaran *Team Games Tournament* berbasis *Tri Hita Karana* terhadap hasil belajar IPA siswa kelas IV. Penelitian ini adalah penelitian eksperimen jenis *non equivalent post-test only control group design*. Populasi dalam penelitian ini berjumlah 173 orang. Dari populasi tersebut kemudian diambil sampel penelitian dengan teknik *random sampling* sehingga didapat sampel dalam penelitian ini berjumlah 54 siswa. Dalam penelitian ini data dikumpulkan dengan teknik tes menggunakan instrumen tes objektif bentuk pilihan ganda. Berdasarkan hasil analisis uji-t maka diperoleh  $t_{hitung} = 6,2439$  sedangkan nilai  $t_{tabel}$  pada taraf signifikan 5% adalah 2,006 sehingga  $t_{hitung} > t_{tabel}$  maka  $H_0$  ditolak yang berarti terdapat perbedaan yang signifikan hasil belajar IPA antara kelompok siswa yang dibelajarkan menggunakan model pembelajaran *Team Games Tournament* berbasis *Tri Hita Karana* dan kelas yang dibelajarkan dengan model pembelajaran konvensional. Oleh sebab itu, model pembelajaran *Team Games Tournament* berbasis *Tri Hita Karana* cocok diterapkan untuk mengatasi hasil belajar IPA yang rendah.

**Kata Kunci:** *Team Games Tournament*, *Tri Hita Karana*, dan Hasil Belajar IPA.

**THE EFFECT OF TEAM GAMES TOURNAMENT LEARNING MODEL  
BASED ON TRI HITA KARANA TOWARD FOURTH GRADE  
STUDENTS' SCIENCE LEARNING OUTCOMES  
AT ELEMENTARY SCHOOL IN CLUSTER I  
OF JEMBRANA DISTRICT  
ON SCHOOL YEAR  
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**ABSTRACT**

*The purpose of this study was to analyze the effect of the Tri Hita Karana-based Team Games Tournament learning model on the learning outcomes of Grade IV science students. This research is an experimental research type non equivalent post-test only control group design. The population in this study amounted to 173 people. From this population, samples were taken with random sampling technique so that the samples in this study were 54 students. In this study data were collected by using a multiple choice form objective test instrument. Based on the results of the t-test analysis, it was obtained  $t_{count} = 6.2439$  while the value of  $t_{table}$  at a significant level of 5% was 2.006 so that  $t_{count} > t_{table}$   $H_0$  was rejected, which means there was a significant difference in science learning outcomes between groups of students who were taught using the Team Games Tournament learning model based on Tri Hita Karana and classes taught by conventional learning models. Therefore, the Tri Hita Karana-based Team Games Tournament learning model is suitable for overcoming low science learning outcomes.*

*Keywords : Team Games Tournament, Tri Hita Karana, Learning outcomes*