

PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA VIDEO TERHADAP HASIL BELAJAR MATEMATIKA SISWA KELAS V DI GUGUS VI KECAMATAN SERIRIT TAHUN PELAJARAN 2019/2020

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* (TGT) berbantuan media video terhadap hasil belajar Matematika siswa kelas V di Gugus VI Kecamatan Seririt Tahun Pelajaran 2019/2020. Jenis penelitian ini adalah eksperimen semu dengan desain *non-equivalent post-test only control group*. Populasi penelitian ini adalah seluruh siswa kelas V di Gugus VI Kecamatan Seririt Tahun Pelajaran 2019/2020 yang berjumlah 137 orang. Pengambilan sampel menggunakan teknik *intact group*, sehingga diperoleh sampel penelitian yaitu siswa kelas V SD Negeri 4 Patemon yang berjumlah 26 orang sebagai kelompok eksperimen dan siswa kelas V SD Negeri 1 Unggahan yang berjumlah 26 orang sebagai kelompok kontrol. Data hasil belajar Matematika siswa dikumpulkan menggunakan metode tes yaitu dengan tes objektif dalam bentuk pilihan ganda yang berjumlah 24 soal. Soal yang diberikan kepada siswa telah diuji validitas isi dengan kategori validitas sangat tinggi, validitas butir, reliabilitas dengan kategori reliabilitas tinggi, tingkat kesukaran, dan daya beda. Hipotesis penelitian diuji dengan menggunakan uji-t. Berdasarkan hasil analisis data, diperoleh $t_{hitung} = 14,354 > t_{tabel} = 2,021$ (pada taraf signifikansi 5%). Hasil uji hipotesis menunjukkan bahwa terdapat perbedaan yang signifikan hasil belajar Matematika siswa. Dengan demikian, dapat disimpulkan bahwa model pembelajaran *Teams Games Tournament* (TGT) berbantuan media video berpengaruh terhadap hasil belajar Matematika siswa kelas V di Gugus VI Kecamatan Seririt Tahun Pelajaran 2019/2020.

Kata kunci: *teams games tournament*, video, matematika

**The Effect of the Teams Games Tournament (TGT) Learning Model Assisted
by Video Media on the Mathematics Learning Outcomes of the Fifth Grade
Students in Cluster VI of Seririt District in Academic Year of 2019/2020**

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ABSTRACT

This study aimed to determine the effect of the Teams Games Tournament (TGT) learning model assisted by video media on the Mathematics learning outcomes of the fifth grade students in Cluster VI of Seririt District in Academic Year of 2019/2020. This research was a quasi experimental with using non-equivalent post-test only control group design. The population of this research was 137 fifth grade students of Elementary School Cluster VI of Seririt District in Academic Year of 2019/2020. This study was using an intact group technique, so the research sample was obtained through that sampling technique, namely 26 fifth grade students of SD Negeri 4 Patemon as an experimental group and 26 fifth grade students of SD Negeri 1 Unggahan as a control group. The student Mathematics learning outcomes were collected by using an objective test method through 24 multiple choice questions. The questions given to students have been tested for content validity with very high validity categories, item validity, and reliability with high reliability categories, difficulty levels, also different power. The research hypothesis was tested using t-test. Based on the results of data analysis, the researcher obtained $t_{count} = 14,354 > t_{table} = 2,021$ (at a significance level 5%). The hypothesis test results indicate that there were significant differences in student Mathematics learning outcomes. Thus, it can be concluded that the Teams Games Tournament (TGT) learning model assisted by video media has an effect on the learning outcomes of fifth grade Mathematics students in Cluster VI of Seririt District in Academic Year of 2019/2020.

Keywords: teams games tournament, video, mathematic