

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES TOURNAMENT*
(TGT) BERBANTUAN MULTIMEDIA INTERAKTIF TERHADAP
KEAKTIFAN BELAJAR IPAS SISWA SEKOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya keaktifan belajar IPAS siswa sekolah dasar yang ditunjukkan melalui kurangnya partisipasi dalam diskusi, minimnya interaksi selama pembelajaran, serta rendahnya keterlibatan siswa dalam kegiatan kelompok. Salah satu upaya yang dapat dilakukan untuk meningkatkan keaktifan belajar adalah dengan menerapkan model pembelajaran kooperatif yang inovatif dan didukung media yang menarik. Penelitian ini bertujuan untuk menguji pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan multimedia interaktif terhadap keaktifan belajar IPAS siswa sekolah dasar. Penelitian ini menggunakan desain *quasi experimental tipe non-equivalent post-test only control group design*. Populasi penelitian ini adalah seluruh siswa kelas IV SD Gugus VI Sukawati, sedangkan sampel ditentukan melalui teknik *Intact Group Sampling*. Pengumpulan data dilakukan menggunakan lembar kuesioner keaktifan belajar siswa yang telah diuji validitas dan reliabilitasnya, kemudian dianalisis menggunakan uji statistik deskriptif dan statistik inferensial. Hasil penelitian menunjukkan bahwa terdapat perbedaan yang signifikan keaktifan belajar IPAS antara siswa yang mengikuti pembelajaran menggunakan model TGT berbantuan multimedia interaktif dengan siswa yang mengikuti pembelajaran konvensional. Rata-rata keaktifan belajar IPAS siswa pada kelompok eksperimen lebih tinggi dibandingkan kelompok kontrol. Model pembelajaran TGT berbantuan multimedia interaktif terbukti efektif dalam meningkatkan keaktifan belajar siswa, khususnya dalam aspek partisipasi, keberanian bertanya dan menjawab, serta keterlibatan dalam kerja kelompok. Penelitian ini memberikan implikasi bahwa penerapan model pembelajaran kooperatif yang didukung oleh multimedia interaktif dapat menjadi alternatif strategi pembelajaran yang efektif untuk meningkatkan keaktifan belajar siswa sekolah dasar. Dengan demikian, dapat disimpulkan bahwa model pembelajaran *Team Games Tournament* (TGT) berbantuan multimedia interaktif berpengaruh signifikan terhadap keaktifan belajar IPAS siswa sekolah dasar.

Kata Kunci: Model Pembelajaran *Team Games Tournament*, Multimedia Interaktif, Keaktifan Belajar, IPAS, Sekolah Dasar.

***THE EFFECT OF TEAM GAMES TOURNAMENT (TGT) LEARNING
MODEL ASSISTED BY INTERACTIVE MULTIMEDIA ON THE
ACTIVENESS OF ELEMENTARY SCHOOL STUDENTS IN SCIENCE
LEARNING***

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ABSTRACT

This study was motivated by the low level of learning activeness in Integrated Science and Social Studies (IPAS) among elementary school students, as indicated by limited participation in discussions, minimal interaction during lessons, and low involvement in group activities. One effort to enhance learning activeness is the implementation of an innovative cooperative learning model supported by engaging instructional media. This study aimed to examine the effect of the Team Games Tournament (TGT) learning model assisted by interactive multimedia on the learning activeness of elementary school students in IPAS. This research employed a quasi-experimental design, specifically the non-equivalent post-test only control group design. The population of this study consisted of all fourth-grade students of SD Gugus VI Sukawati, while the sample was determined using the intact group sampling technique. Data were collected using a student learning activeness questionnaire that had been tested for validity and reliability and were subsequently analyzed using descriptive and inferential statistical tests. The results showed a significant difference in IPAS learning activeness between students who were taught using the TGT model assisted by interactive multimedia and those who received conventional instruction. The average learning activeness score of students in the experimental group was higher than that of the control group. The TGT learning model assisted by interactive multimedia proved effective in increasing students' learning activeness, particularly in terms of participation, confidence in asking and answering questions, and involvement in group work. This study implies that the implementation of cooperative learning models supported by interactive multimedia can serve as an effective alternative strategy to enhance elementary students' learning activeness. Therefore, it can be concluded that the Team Games Tournament (TGT) learning model assisted by interactive multimedia has a significant effect on students' IPAS learning activeness.

Keywords: Team Games Tournament Learning Model, Interactive Multimedia, Learning Activity, IPAS, Elementary School.