

**PENGARUH MODEL *TGT* BERBANTUAN VIDEO INTERAKTIF
TERHADAP KOMPETENSI PENGETAHUAN MATEMATIKA
SISWA KELAS V SD GUGUS VI GIANYAR**

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ABSTRAK

Penelitian eksperimen ini dilatarbelakangi oleh rendahnya kompetensi pengetahuan Matematika siswa kelas V pada materi keliling bangun datar. Hasil observasi menunjukkan bahwa dari 95 siswa, hanya 35 siswa yang mencapai standar ketuntasan minimal yang ditetapkan oleh BSKAP, sedangkan 60 siswa belum mencapai standar tersebut. Kondisi ini disebabkan oleh penggunaan model dan media pembelajaran yang kurang bervariasi dalam proses pembelajaran. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* berbantuan video interaktif terhadap kompetensi pengetahuan Matematika pada siswa kelas V SD Gugus VI Gianyar. Penelitian ini merupakan penelitian *quasi experiment* dengan desain *non-equivalent control group design*. Populasi penelitian adalah seluruh siswa kelas V SD Gugus VI Gianyar sebanyak 86 siswa dari lima sekolah dasar. Sampel diambil dengan teknik *cluster random sampling*, sehingga diperoleh siswa kelas V SD Negeri 3 Tulikup sebagai kelompok eksperimen sebanyak 22 orang dan siswa kelas V SD Negeri 5 Tulikup sebagai kelompok kontrol sebanyak 18 orang. Metode pengumpulan data menggunakan tes objektif pilihan ganda. Hasil analisis menunjukkan bahwa rata-rata skor *pre-test* kelompok eksperimen sebesar 29,0 yang tergolong kategori rendah. Setelah diberikan perlakuan, rata-rata skor *post-test* kelompok eksperimen meningkat menjadi 80,55 dengan kategori tinggi. Hasil analisis uji-t diperoleh $t_{hitung} = 6,278$ dan t_{tabel} pada taraf signifikansi 5% adalah 2,024. Hal ini menunjukkan bahwa t_{hitung} lebih dari t_{tabel} ($6,278 > 2,024$) sehingga H_0 ditolak dan H_1 diterima, yang berarti terdapat perbedaan yang signifikan kompetensi pengetahuan Matematika antara kelompok eksperimen dan kontrol. Dengan demikian dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *Teams Games Tournament* berbantuan video interaktif terhadap kompetensi pengetahuan Matematika pada siswa kelas V SD Gugus VI Gianyar.

Kata Kunci: *Teams Games Tournament*, Video Interaktif, Kompetensi Pengetahuan Matematika.

**THE EFFECT OF THE INTERACTIVE VIDEO-BASED TGT
MODEL ON THE MATHEMATICAL KNOWLEDGE COMPETENCE
OF FIFTH-GRADE STUDENTS IN CLUSTER VI GIANYAR**

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ABSTRACT

This experimental study was motivated by the low level of fifth-grade students' mathematical knowledge competence, particularly in the topic of perimeter of plane figures. The results of preliminary observations showed that out of 95 students, only 35 students achieved the minimum mastery standard set by BSKAP, while 60 students did not meet the standard. This condition was caused by the lack of variation in the use of learning models and instructional media during the learning process. This study aimed to determine the effect of the Teams Games Tournament (TGT) learning model based on interactive video on the mathematical knowledge competence of fifth-grade students in Cluster VI, Gianyar. This research employed a quasi-experimental design with a non-equivalent control group design. The population consisted of all fifth-grade students in Cluster VI, Gianyar, totaling 86 students from five elementary schools. The samples were selected using a cluster random sampling technique, resulting in 22 students from SD Negeri 3 Tulikup as the experimental group and 18 students from SD Negeri 5 Tulikup as the control group. Data were collected using an objective multiple-choice test. The analysis showed that the mean pre-test score of the experimental group was 29.0, which was categorized as low. After the treatment, the mean post-test score increased to 80.55, which was categorized as high. The result of the t-test analysis indicated that $t_{count} = 6.278$ was greater than $t_{table} = 2.024$ at a 5% significance level. This result showed that $t_{count} > t_{table}$ ($6.278 > 2.024$), therefore H_0 was rejected and H_1 was accepted. This means that there was a significant difference in the mathematical knowledge competence between the experimental group and the control group. In conclusion, there is a significant effect of the Teams Games Tournament learning model based on interactive video on the mathematical knowledge competence of fifth-grade students in Cluster VI, Gianyar.

Keywords: *Teams Games Tournament, interactive video, mathematics knowledge competency.*