PENGARUH MODEL PEMBELAJARAN *TEAM GAMES TOURNAMENT* BERMEDIAKAN *QUESTION CARD* TERHADAP HASIL BELAJAR MATEMATIKA SISWA KELAS IV SDN GUGUS VI KECAMATAN SAWAN TAHUN PELAJARAN 2019/2020

ABSTRAK

Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *team games tournament* bermediakan *question card* terhadap hasil belajar Matematika siswa. Penelitian ini adalah penelitian eksperimen semu (*quasy eksperiment*), dengan desain penelitian *nonequivalent post-test only control group design*. Populasi penelitian ini berjumlah 96 orang. Sampel penelitian ini adalah siswa kelas IV SD Negeri 4 Sangsit sebanyak 22 orang dan siswa kelas IV SD Negeri 8 Sangsit sebanyak 26 orang. Sampel ditentukan menggunakan teknik *random sampling* terhadap kelas yang sudah ada. Data hasil belajar dikumpulkan menggunakan metode tes dengan instrument tes hasil belajar. Data hasil belajar yang diperoleh dianalisis menggunakan teknik analisis statistik deskriptif dan inferensial (uji-t). Berdasarkan hasil analisis data diperoleh $t_{hitung} = 2,62$ dan $t_{tabel} = 2,000$ untuk db = 46 pada taraf signifikan 5%. Berdasarkan kriteria pengujian, karena $t_{hitung} > t_{tabel}$ maka H_0 ditolak dan H_1 diterima. Hal ini berarti bahwa terdapat pengaruh signifikan model pembelajaran *Team Games Tournament* bermediakan *question card* terhadap hasil belajar Matematika siswa kelas IV SDN Gugus VI Kecamatan Sawan Tahun Pelajaran 2019/2020. Saran yang dapat diberikan yaitu agar pembelajaran menggunakan model *team games tournament* bermediakan *question card* dapat dijadikan sebagai salah satu alternatif model pembelajaran inovatif untuk meningkatkan hasil belajar siswa khususnya pada pelajaran Matematika.

Kata kunci: hasil belajar, TGT*, question card*

This study aimed to analyze the effect of the learning model of team games tournament provided a question card to student mathematics learning outcomes. This research is a quasy experimental study, with a nonequivalent post-test only control group design. The population of this research is 96 people. The sample of this study was 22 students in grade IV of SD Negeri 4 Sangsit and 26 students in grade IV in SD Negeri 8 Sangsit as many as 26 people. The sample of this study was 22 students in grade IV of SD and 26 students in grade IV in SD as many as 26 people. Samples were determined using random sampling techniques. Learning outcomes data were collected using a test method with the learning achievement test instrument. Learning outcomes data obtained were analyzed using descriptive and inferential statistical analysis techniques (t-test). Based on the results of data analysis obtained tcount = 2.62 and ttable = 2,000 for db = 46 at a significant level of 5%. Based on testing criteria, because t'count> t'table, H0 is rejected and H1 is accepted. From the result of the t-test analysis, it can be concluded which learning model of the team games tournament providing question cards is appropriate to apply because this model can train students to actively solve problems, meanwhile learning objectives can be achieved.

Keywords: learning outcomes, TGT, question card