

ABSTRAK

Afrah Maulida Lubis, NIM 4203111117 (2024), Pengaruh Model Pembelajaran *Teams Games Tournament* Berbantuan Media *Wordwall* Terhadap Kemampuan Pemecahan Masalah Matematis Siswa SMP Swasta Prayatna Medan.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* berbantuan media *Wordwall* terhadap kemampuan pemecahan masalah matematis siswa SMP Swasta Prayatna Medan. Jenis penelitian eksperimen yang digunakan dalam penelitian ini adalah *Quasi Eksperimental Design*. Quasi Eksperimental yang digunakan dalam penelitian ini adalah *Posttest-Only Control Group*. Pada penelitian ini, sampel yang digunakan berjumlah 38 siswa dengan 19 siswa sebagai kelas eksperimen di kelas IX-1 yang menerapkan model pembelajaran *Teams Games Tournament* berbantuan media *Wordwall* dan 19 siswa sebagai kelas kontrol di kelas IX-2 yang menerapkan model pembelajaran *Direct Instruction*. Teknik pengumpulan data untuk kemampuan pemecahan masalah matematis siswa berupa *posttest* kemudian dianalisis dengan uji-t. Sebelumnya data diuji prasyarat dengan uji normalitas dan uji homogenitas. Hasil penelitian ini menunjukkan bahwa terdapat pengaruh model pembelajaran *Teams Games Tournament* berbantuan media *Wordwall* terhadap kemampuan pemecahan masalah matematis siswa pada mata pelajaran matematika. Hal ini dibuktikan dengan pengujian hipotesis menggunakan analisis data uji Independent Samle T-Test. Berdasarkan hasil analisis data diperoleh taraf signifikan (sig) $< 0,05$ yaitu $0,027 < 0,05$ yang menunjukkan bahwa H_0 ditolak dan H_a diterima. Artinya pembelajaran menggunakan model *Teams Games Tournament* berbantuan media *Wordwall* berpengaruh terhadap kemampuan pemecahan masalah matematis siswa di SMP Swasta Prayatna Medan yang dimana antara kelas eksperimen dan kelas kontrol memiliki perbedaan signifikan.

Kata kunci: *Teams Games Tournament*, Kemampuan Pemecahan Masalah Matematis, *Wordwall*

ABSTRACT

Afrah Maulida Lubis, NIM 4203111117 (2024), The Effect of Teams Games Tournament Learning Model Assisted by Wordwall Media on the Mathematical Problem Solving Ability of Students in SMP Swasta Prayatna Medan.

This study was aimed to the effect of the Teams Games Tournament learning model assisted by Wordwall media on the mathematical problem solving ability of students in SMP Swasta Prayatna Medan. The type of experimental research used in this study is Quasi Experimental Design. The Quasi Experimental used in this study is Posttest-Only Control Group. In this study, the sample used was 38 students with 19 students as the experimental class in class IX-1 who applied the Teams Games Tournament learning model assisted by Wordwall media and 19 students as the control class in class IX-2 who applied the Direct Instruction learning model. The data collection technique for students mathematical problem solving abilities was in the form of a posttest then analyzed using a t-test. Previously, the data was tested for prerequisites with a normality test and a homogeneity test. The results of this study indicate that there is an influence of the Teams Games Tournament learning model assisted by Wordwall media on students mathematical problem-solving abilities in mathematics subjects. This is proven by hypothesis testing using Independent Sample T-Test data analysis. Based on the results of the data analysis, a significant level (sig) < 0.05 was obtained, namely $0.027 < 0.05$, which indicates that H_0 is rejected and H_a is accepted. This means that learning using the Teams Games Tournament model assisted by Wordwall media has an effect on students' mathematical problem-solving abilities at SMP Swasta Prayatna Medan, where there is a significant difference between the experimental class and the control class.

Keywords: Teams Games Tournament, Mathematical Problem Solving Abilities, Wordwall