

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE TEAMS GAMES TOURNAMENT (TGT) BERBASIS MEDIA WORDWALL PADA MATERI SISTEM TATA SURYA UNTUK MENINGKATKAN HASIL BELAJAR SISWA MTS. NEGERI 2 MEDAN

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Penelitian ini bertujuan untuk mengetahui hasil belajar siswa setelah penerapan model TGT berbasis media *Wordwall*, menilai keefektivitasan model TGT, keberhasilan tingkat ketercapaian indikator. Metode penelitian yang digunakan adalah pendekatan kuantitatif dengan *Desain Quasi Eksperimental*. Populasi penelitian terdiri dari 12 kelas, dengan teknik pengambilan sampel *purposive sampling* dimana kelas VII-3 sebagai kelas kontrol dan VII-4 sebagai kelas eksperimen, masing-masing berjumlah 32 siswa. Instrumen yang digunakan meliputi tes pilihan berganda sebanyak 20 soal, lembar aktivitas, dan lembar observasi. Teknik analisis data mencakup uji normalitas, uji homogenitas, uji hipotesis, dan uji N-Gain. Hasil penelitian diperoleh bahwa rata-rata *pretest* dan *posttest* di kelas eksperimen adalah 55,94 dan 90,78, sedangkan kelas kontrol adalah 52,03 dan 86,56. Aktivitas belajar siswa di kelas eksperimen meningkat dari 70,83 (kategori aktif) untuk pertemuan I menjadi 82,34 (kategori sangat aktif) saat pertemuan II, serta rata-rata total mencapai nilai 76,58 (kategori aktif). Peningkatan *N-Gain* kelas eksperimen (80,74%) lebih tinggi dari kelas kontrol (75,02%), dan keduanya termasuk efektif. Seluruh indikator pembelajaran mencapai tingkat keberhasilan di atas 70%, dengan ketercapaian keseluruhan 100%. Sehingga dapat disimpulkan bahwa penerapan model pembelajaran TGT berbasis media *Wordwall* pada materi sistem tata surya kelas VII MTs. Negeri 2 Medan efektif dalam meningkatkan hasil belajar dan aktivitas siswa.

Kata Kunci: *Team Games Tournament, Wordwall, Sistem Tata Surya, Hasil Belajar, Aktivitas Belajar*

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ABSTRACT

APPLICATION OF COOPERATIVE LEARNING MODEL TYPE TEAMS GAMES TOURNAMENT (TGT) BASED ON WORDWALL MEDIA ON SOLAR SYSTEM MATERIAL TO IMPROVE STUDENTS' LEARNING OUTCOMES AT MTS. NEGERI 2 MEDAN

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This study aims to determine student learning outcomes after implementing the TGT model based on Wordwall media, assess the effectiveness of the TGT model, and the success of the indicator achievement level. The research method used is a quantitative approach with a Quasi-Experimental Design. The study population consisted of 12 classes, with a purposive sampling technique where class VII-3 was the control class and VII-4 was the experimental class, each consisting of 32 students. The instruments used included 20 multiple-choice tests, activity sheets, and observation sheets. Data analysis techniques included normality tests, homogeneity tests, hypothesis tests, and N-Gain tests. The results of the study showed that the average pretest and posttest in the experimental class were 55.94 and 90.78, while the control class was 52.03 and 86.56. Student learning activities in the experimental class increased from 70.83 (active category) for meeting I to 82.34 (very active category) at meeting II, and the total average reached a value of 76.58 (active category). The increase in N-Gain of the experimental class (80.74%) was higher than the control class (75.02%), and both were effective. All learning indicators achieved a success rate above 70%, with an overall achievement of 100%. So it can be concluded that the application of the TGT learning model based on Wordwall media on the solar system material of class VII MTs. Negeri 2 Medan is effective in improving learning outcomes and student activities.

Keywords : Team Games Tournament, Wordwall, Solar System, Results Learning, Activities Study

