ABSTRAK

Daniel Bobby Tarigan, NIM 4181141003 (2018). Pengaruh Model Pembelajaran TGT (*Teams Game Tournament*) Terhadap Aktivitas dan Hasil Belajar Siswa Dengan Berbahan Bantu *KAHOOT!* Pada Materi Jamur Kelas X IPA SMA N 1 TIGABINANGA T.A 2022/2023.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran TGT (*Teams Game Tournament*) berbahan bantu *Kahoot!* pada materi jamur SMA Negeri 1 Tigabinanga kelas X IPA. Subjek penelitian ini terdiri dari 72 orang sampel. Jenis penelitian ini merupakan Quasi eksperimen Hasil penelitian Model pembelajaran TGT *(Teams Games Tournament)* berbahan bantu *Kahoot!* berpengaruh signifikan terhadap aktivitas belajar siswa pada jamur di Kelas X IPA SMA N 1 Tigabinnaga T.P 2022/2023 dengan signifikansi nilai Sig. (2-Tailed) sebesar 0,006, disimpulkan bahwa H0 ditolak dan Ha diterima. Model pembelajaran TGT *(Teams Games Tournamen)* berbahan bantu *Kahoot!* berpengaruh signifikan terhadap hasil belajar siswa pada jamur di Kelas X IPA SMA N 1 Tigabinanga T.P 2022/2023 dengan signifikansi nilai Sig. (2-Tailed) sebesar 0,002 disimpulkan bahwa Ho ditolak dan Ha diterima.

Kata-kata kunci: *Pengaruh, Model Pembelajaran, TGT, Jamur*

ABSTRACT

Daniel Bobby Tarigan, NIM 4181141003 (2018). The Effect of the TGT (*Teams Game Tournament*) Learning Model on Student Learning Activities and Results Using *KAHOOT!* Aid Materials in Class X IPA Mushroom Material at SMA N 1TIGABINANGA T.A 2022/2023.

This research determine the effect of the TGT (*Teams Game Tournament*) learning model made from *Kahoot!* aids on mushroom material at SMA Negeri 1 Tigabinanga class X IPA. The subjects of this study consisted of 72 people samples. This type of research is a quasi-experimental research result. The TGT *(Teams Games Tournament)* learning model made from *Kahoot!* has a significant effect on student learning activities on mushrooms in Class X IPA SMA N 1 Tigabinnaga T.P 2022/2023 with a significance value of Sig. (2-Tailed) of 0.006, it was concluded that H0 was rejected and Ha was accepted. The TGT *(Teams Games Tournament)* learning model made from *Kahoot!* has a significant effect on student learning outcomes on mushrooms in Class X IPA SMA N 1 Tigabinanga T.P 2021/2022 with a significance value of Sig. (2-Tailed) of 0.002 concluded that Ho was rejected and Ha was accepted.

Key words: *Influence, Learning Model, TGT, Mushroom*