

## ABSTRAK

**JOGI WISWANI HARAHAHAP. Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Terhadap Hasil Belajar Siswa Kelas IV SDN 101766 Bandar Setia. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2023.**

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* (tgt) terhadap hasil belajar matematika siswa kelas IV SDN 101766 Bandar Setia T.A 2022/2023. Jenis penelitian ini adalah penelitian *pre-experimental designs* dengan bentuk penelitian *one group pretest posttest*. Sampel penelitian ini adalah siswa kelas IV yang berjumlah 25 siswa SDN 101766 Bandar Setia. Instrumen yang digunakan dalam aktivitas belajar siswa sebelumnya diujicobakan untuk mengetahui validitas dan reliabilitas tes. Instrumen diberikan sebelum dan sesudah penerapan model pembelajaran *teams games tournament* (tgt). Sebelum dilakukan uji hipotesis terlebih dahulu dilakukan uji prasyarat yaitu uji normalitas. Berdasarkan hasil perhitungan uji prasyarat, pada data *pretest* diperoleh 0,072 dan *posttest* diperoleh hasil 0,161 yang berarti nilai keduanya  $> 0,05$  sehingga dapat dikatakan bahwa kedua data tersebut berdistribusi normal. Selanjutnya hasil uji homogenitas variabel penelitian diketahui nilai signifikan 0,688 lebih besar dari 0,05 ( $\text{sig} > 0,05$ ) maka dapat disimpulkan bahwa data dalam penelitian ini memiliki varians yang homogen. Kemudian, uji hipotesis dilakukan dengan Uji *Paired Sample t-Test* dengan aplikasi IBM SPSS *Statistic 22* dan diperoleh nilai Sig. (2-tailed) adalah sebesar 0,000 yang berarti bahwa  $< 0,05$ , Maka  $H_0$  ditolak dan  $H_a$  diterima yang berarti bahwa terdapat Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Terhadap Hasil Belajar Matematika Siswa Kelas IV SDN 101766 Bandar Setia.

**Kata Kunci:** Model *Teams Games Tournament* (TGT), Hasil Belajar Siswa.

## ABSTRACT

**JOGI WISWANI HARAHAHAP. The Effect of the Teams Games Tournament (TGT) Learning Model on the Learning Outcomes of Grade IV Students at SDN 101766 Bandar Setia. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan, 2023.**

This study aims to determine the effect of the Teams Games Tournament (tgt) learning model on the learning outcomes of grade IV students at SDN 101766 Bandar Setia T.A 2022/2023. This type of research is pre-experimental designs with the form of one group pretest posttest research. The sample of this study were 25 grade IV students at SDN 101766 Bandar Setia. Instruments used in student learning activities were previously tested to determine the validity and reliability of the test. Instruments were given before and after the implementation of the Teams Games Tournament (TGT) learning model. Before testing the hypothesis, a prerequisite test is carried out, namely the normality test. Based on the results of the prerequisite test calculations, the pretest data obtained 0.072 and the posttest obtained 0.161 results, which means that both values are  $> 0.05$  so that it can be said that the two data are normally distributed. Furthermore, the results of the homogeneity test of the research variables are known to have a significant value of 0.688 greater than 0.05 ( $\text{sig} > 0.05$ ). It can be concluded that the data in this study have a homogeneous variance. Then, the hypothesis testing was carried out using the Paired Sample t-Test with the IBM SPSS Statistics 22 application and the Sig value was obtained. (2-tailed) is 0.000, which means that  $< 0.05$ , then  $H_0$  is rejected and  $H_a$  is accepted, which means that there is an influence of the Teams Games Tournament (TGT) Learning Model on the Mathematics Learning Outcomes of Grade IV Students at SDN 101766 Bandar Setia.

**Keywords:** Teams Games Tournament Model (TGT), Student Learning Outcomes.