

ABSTRAK

Yulia Rahma, NIM 4203151031 (2024). Pengaruh Model Pembelajaran Kooperatif Tipe *Team Games Tournament* (Tgt) Berbantuan Media *Wordwall Quizz* Pada Materi Bumi Dan Tata Surya Terhadap Hasil Belajar Dan Keaktifan Siswa Kelas VII SMPN 6 Kisaran.

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran kooperatif tipe *Team Games Tournament* (TGT) berbantuan media *wordwall quizz* pada materi bumi dan tata surya terhadap hasil belajar dan keaktifan peserta didik kelas VII SMPN 6 Kisaran. Penelitian menggunakan *quasi experimental* dengan desain *Pretest and Posttest Control Group Design*. Sampel terdiri dari dua kelas yaitu kelas eksperimen dengan model pembelajaran TGT dan kelas kontrol menggunakan model pembelajaran langsung dengan jumlah peserta didik masing-masing sebanyak 32 peserta didik. Pengambilan sampel dilakukan dengan teknik *random sampling*. Pengumpulan data dilakukan dengan menggunakan tes dan observasi. Data dianalisis dengan menguji hipotesis menggunakan *Independent Sample t-test*. Hasil observasi keaktifan belajar siswa menunjukkan bahwa nilai rata-rata keaktifan belajar siswa kelas eksperimen sebesar 79,2 yang termasuk dalam kategori sangat aktif dan kelas kontrol sebesar 65,2 yang termasuk dalam kategori aktif. Hasil belajar *pretest* peserta didik dikelas eksperimen menunjukkan nilai rata-rata sebesar 36,6 siswa dan dikelas kontrol 33,6. Hasil belajar *posttest* peserta didik dikelas eksperimen menunjukkan nilai rata-rata sebesar 78,4 dengan ketuntasan 24 siswa dan dikelas kontrol 57,3 dengan ketuntasan 4 siswa. Berdasarkan hasil pengolahan data diperoleh determinasi korelasi keaktifan belajar dengan hasil belajar sebesar 0,49 dalam kategori sedang. Berdasarkan uji hipotesis dapat disimpulkan bahwa terdapat perbedaan keaktifan dan hasil belajar kognitif peserta didik yang signifikan pada kelas yang menggunakan model pembelajaran Kooperatif tipe *Teams Games Tournament* berbantuan *Wordwall quizz* dibandingkan dengan model pembelajaran langsung pada materi sistem tata surya.

Kata Kunci: *Team Games Tournament*; Hasil Belajar; Keaktifan Siswa.



ABSTRACT

Yulia Rahma, NIM 4203151031 (2024). The Effect of Team Games Tournament (Tgt) Cooperative Learning Model Assisted by Wordwall Quizz Media on Earth and Solar System Material on Learning Outcomes and Student Activeness in Class VII SMPN 6 Kisaran.

This study aims to determine the effect of the application of the Team Games Tournament (TGT) type cooperative learning model assisted by wordwall quizz media on earth and solar system material on learning outcomes and activeness of seventh grade students of SMPN 6 Kisaran. The study used quasi experimental with Pretest and Posttest Control Group Design. The sample consisted of two classes, namely the experimental class with the TGT learning model and the control class using the direct learning model with a total of 32 students each. Sampling was done by random sampling technique. Data collection was carried out using tests and observations. Data were analyzed by testing the hypothesis using Independent Sample t-test. The results of observations of student learning activeness show that the average value of student learning activeness of the experimental class is 79,2 which is included in the category of very active and the control class is 65,2 which is included in the active category. The pretest learning results of students in the experimental class showed an average value of 36,6 students and in the control class 33,6. The posttest learning outcomes of students in the experimental class showed an average score of 78,4 with 24 students complete and in the control class 57,3 with 4 students complete. Based on the results of data processing, the determination of the correlation between learning activeness and learning outcomes is 0,49 in the medium category. Based on hypothesis testing, it can be concluded that there are significant differences in the activeness and cognitive learning outcomes of students in classes that use the Teams Games Tournament type Cooperative learning model assisted by Wordwall quizz compared to the direct learning model on solar system material.

Keywords: Team Games Tournament; Learning Outcomes; Student Engagement

