

ABSTRAK

Ela Riana Br Ginting, NIM 4213131025 (2025). Pengaruh Penggunaan Model Pembelajaran Kooperatif Tipe TGT (*Teams Games Tournament*) Berbantuan Media Interaktif *Wordwall* Terhadap Peningkatan Motivasi dan Hasil Belajar Siswa Pada Materi Laju Reaksi

Penelitian ini bertujuan untuk mengamati hasil belajar, motivasi belajar dan korelasi antara hasil belajar terhadap motivasi belajar siswa yang dilakukan di SMA Swasta Santa Maria Kabanjahe. Sampel pada penelitian ini diambil 2 kelas yaitu kelas eksperimen yang diajarkan dengan model pembelajaran kooperatif tipe TGT berbantuan media interaktif *wordwall* dan kelas kontrol yang diajarkan dengan metode ceramah berbantuan media interaktif *wordwall*. Pengambilan sampel dilakukan dengan *purposive sampling*. Instrumen pada penelitian ini berupa instrument tes soal pilihan berganda sebanyak 20 soal dan instrument non tes sebanyak 40 pernyataan. Dari hasil penelitian diperoleh nilai hasil belajar *posttest* di kelas eksperimen sebesar 85,41 dengan gain 0,81 pada kategori tinggi dan di kelas kontrol 77,08 dengan gain 0,71 pada kategori tinggi. Motivasi belajar setelah diberikan perlakuan pada kelas eksperimen sebesar 78,95 dengan gain 0,34 pada katogori sedang. Pada kelas kontrol sebesar 75,63 dengan gain 0,30 pada kategori sedang serta terdapat korelasi antara hasil belajar dan motivasi belajar dimana r_{hitung} 0,79 dan r_{tabel} 0,34. Hasil penelitian ini menunjukkan bahwa hasil belajar dan motivasi belajar yang diajarkan dengan model pembelajaran *teams games tournament* berbantuan media interaktif *wordwall* lebih tinggi daripada hasil belajar dan motivasi belajar siswa yang diajarkan dengan metode ceramah berbantuan media interaktif *wordwall*.

Kata Kunci: Laju Reaksi, *teams games tournament*, hasil belajar, motivasi belajar, *wordwall*.



ABSTRACT

Ela Riana Br Ginting NIM 4213131025 (2025). The Effect Of Using the TGT (Teams Games Tournament) Type Cooperative Learning Model Assisted by Interactive *Wordwall* Media on Increasing Student Motivation and Learning Outcomes in The Reaction Rate Material

This study aims to observe learning outcomes, learning motivation and the correlation between results and student learning motivation conducted at Santa Maria Kabanjahe Private High School. The sample in this study was taken from 2 classes, namely the experimental class taught with the TGT type cooperative learning model assisted by interactive wordwall media and the control class taught with the lecture method assisted by interactive wordwall media. Sampling was carried out by purposive sampling. The instruments in this study were 20 multiple-choice test questions and 40 non-test instruments. From the results of the study, the posttest learning outcome value in the experimental class was 85.41 with a gain of 0.81 in the high category, and the control class was 77.08 with an increase of 0.70 in the high category. Learning motivation after being given treatment in the experimental class was 78.95, with a gain of 0.34 in the medium category. In the control class, it was 75.63 with a gain of 0.309 in the medium category, and there was a correlation between learning outcomes and motivation where r_{count} was 0.794 and r_{table} 0.349. The results of this study indicate that learning outcomes and learning motivation taught with the team's games tournament learning model assisted by interactive wordwall media are higher than the learning outcomes and learning motivation of students taught with the lecture method assisted by interactive wordwall media.

Keywords: Reaction rate, teams games tournament, learning outcomes, learning motivation, *wordwall*.

