

ABSTRAK

HELIZA AYUNINGSI SITORUS. Pengaruh Model *Team Games Tournament* Terhadap Minat Belajar Siswa Kelas III Materi Variasi Gerak Berjalan dan Berlari di SD Advent Pematangsiantar. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2026.

Penelitian ini dilatarbelakangi oleh rendahnya minat belajar PJOK siswa kelas III SD Swasta Advent Martoba Pematangsiantar pada materi variasi gerak berjalan dan berlari, di mana hasil *pretest* menunjukkan 70,8% siswa berada pada kategori rendah dan sangat rendah. Tujuan penelitian ini adalah untuk mengetahui pengaruh penerapan model pembelajaran *Team Games Tournament* (TGT) berbasis media Kokami terhadap minat belajar siswa. Metode penelitian ini adalah kuantitatif dengan desain *pre-experimental* berupa *one group pretest-posttest design*. Subjek penelitian melibatkan 24 siswa kelas III yang diberikan perlakuan berupa penerapan model TGT berbasis media Kokami. Data dikumpulkan melalui angket minat belajar yang mencakup indikator perhatian, perasaan senang, keterlibatan, dan ketertarikan siswa, serta dokumentasi sebagai data pendukung. Data dianalisis menggunakan uji prasyarat berupa uji normalitas, uji homogenitas, dan uji hipotesis menggunakan *paired sample t-test*. Hasil penelitian menunjukkan bahwa rata-rata skor minat belajar siswa meningkat dari 2,26 pada saat *pretest* menjadi 3,12 pada saat *posttest* dengan selisih peningkatan sebesar 0,86 poin. Uji hipotesis menghasilkan nilai Sig. (2-tailed) $0,001 < 0,05$, sehingga H_a diterima yang mengindikasikan bahwa penerapan model pembelajaran *Team Games Tournament* (TGT) berbasis media Kokami berpengaruh terhadap minat belajar siswa kelas III SD Swasta Advent Martoba Pematangsiantar pada pembelajaran PJOK materi variasi gerak dasar berjalan dan berlari.

Kata Kunci: *Team Games Tournament*, Media Kokami, Minat Belajar.

ABSTRACT

HELIZA AYUNINGSI SITORUS. The Effect of the Team Games Tournament Model on the Learning Interest of Third-Grade Students in Walking and Running Variation Materials at SD Advent Pematangsiantar. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This research is motivated by the low interest in PJOK among grade III students at SD Swasta Advent Martoba Pematangsiantar regarding walking and running movements, where pre-test results showed that 70,8% of students were in the low and very low categories. The purpose of this study is to determine the influence of implementing the *Team Games Tournament* (TGT) model based on Kokami media on students treated with the Kokami-based TGT model. This research used a quantitative method with a pre-experimental one-group pretest-posttest design. The research subjects involved were 24 third-grade students who received the TGT model treatment based on Kokami media. Data collection involved documentation learning interest questionnaire based on indicators of attention, feelings of pleasure, involvement, and interest, distributed before and after the treatment. Data analysis included normality, homogeneity, and hypothesis testing using the paired sample t-test. The results showed that the average student learning interest score increased from 2.26 in the pretest to 3.12 in the posttest, with an increase of 0.86 points. The hypothesis test yielded a Sig. (2-tailed) value of $0.001 < 0.05$, indicating that H_a accepted. This confirms the implementation of the TGT model based on Kokami media influences student at SD Swasta Advent Martoba Pematangsiantar in PJOK learning.

Keywords: Team Games Tournament, Kokami Media, Learning Interest.