

ABSTRAK

Chatryn Joice Elisabet Panjaitan, NIM 4211141015 (2025) Pengaruh Model Pembelajaran Team Game Tournamet (TGT) Berbantuan E-LKPD Berbasis Crossword Puzzle terhadap Minat, Keaktifan dan Hasil Belajar Peserta Didik pada Materi Ekosistem di Kelas X SMA Negeri 21 Medan.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran Team Games Tournament (TGT) berbantuan E-LKPD berbasis crossword puzzle terhadap minat belajar, keaktifan, dan hasil belajar kognitif siswa pada materi Ekosistem di kelas X SMA Negeri 21 Medan TP 2025/2026. Jenis penelitian ini adalah quasi eksperimen dengan *Pretest and Posttest Control Group Design*. Penelitian ini menggunakan dua kelas, yaitu kelas X-2 sebagai kelas eksperimen yang diajarkan dengan model pembelajaran TGT berbantuan E-LKPD berbasis crossword puzzle, dan kelas X-3 sebagai kelas kontrol yang diajarkan dengan model pembelajaran langsung. Pengumpulan data dilakukan menggunakan angket, lembar observasi, dan tes hasil belajar. Hasil penelitian menunjukkan bahwa nilai rata-rata minat belajar siswa pada kelas eksperimen (71,2%) lebih tinggi dibandingkan dengan kelas kontrol (58,9%). Rata-rata skor keaktifan siswa pada kelas eksperimen (81,15%) juga lebih tinggi dibandingkan kelas kontrol (62,12%) (uji t, $p < 0,05$). Selain itu, nilai rata-rata posttest hasil belajar siswa pada kelas eksperimen (83,06) lebih tinggi dibandingkan kelas kontrol (70,56). Berdasarkan data-data tersebut disimpulkan bahwa model pembelajaran TGT berbantuan E-LKPD berbasis crossword puzzle berpengaruh signifikan dalam meningkatkan minat belajar, keaktifan, dan hasil belajar kognitif siswa pada materi Ekosistem di kelas X SMA Negeri 21 Medan TP 2025/2026.

Kata Kunci : E-LKPD berbasis Crossword Puzzle, Hasil Belajar, Keaktifan Belajar, Minat Belajar, Team Games Tournament,

ABSTRACT

Chatryn Joice Elisabet Panjaitan, NIM 4211141015 (2025) The Effect of the Team Game Tournament (TGT) Learning Model Assisted by Crossword Puzzle-Based E-LKPD on Students' Interest, Activity, and Learning Outcomes in Ecosystem Material in Grade X at SMA Negeri 21 Medan.

This study aims to determine the effect of the Team Games Tournament (TGT) learning model assisted by E-LKPD based on crossword puzzles on students' learning interest, activity, and cognitive learning outcomes on the Ecosystem material in class X of SMA Negeri 21 Medan in the 2025/2026 academic year. This study is a quasi-experimental study with a pretest and posttest control group design. This study used two classes, namely class X-2 as the experimental class taught using the TGT learning model assisted by E-LKPD based on crossword puzzles, and class X-3 as the control class taught using the direct learning model. Data collection was carried out using questionnaires, observation sheets, and learning outcome tests. The results showed that the average learning interest score of students in the experimental class (71.2%) was higher than that of the control class (58.9%). The average student activity score in the experimental class (81.15%) was also higher than that of the control class (62.12%) (t-test, $p < 0.05$). In addition, the average posttest learning outcome score of students in the experimental class (83.06) was higher than that of the control class (70.56). Based on these data, it can be concluded that the TGT learning model assisted by E-LKPD based on crossword puzzles has a significant effect on increasing students' interest in learning, activity, and cognitive learning outcomes on the Ecosystem material in class X of SMA Negeri 21 Medan in the 2025/2026 academic year.

Keywords: Crossword Puzzle-Based E-LKPD, Learning Activities, Learning Outcomes, Student's Interest, Team Games Tournament Learning Model