ABSTRAK

Nurul Abida. 2025. ″Penerapan Model Pembelajaran Team Games Tournament (Tgt) Berbantuan Media Greenopoly Dalam Meningkatkan Hasil Belajar Siswa Kelas Iv Sdn Kalipucang 3 Kabupaten Pasuruan″. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Program Sarjana Universitas Tribhuwana Tunggadewi. Pembimbing: (I) Moh. Farid Nurul Anwar S.Pd.,M.Pd (2). Chusnul Chotimah, S.Pd., M.Pd

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar siswa kelas IV SDN Kalipucang 3 Kabupaten Pasuruan pada materi bagian-bagian tumbuhan. Proses pembelajaran yang masih bersifat satu arah dan minim penggunaan media pembelajaran yang menarik menyebabkan siswa kurang aktif dan kurang termotivasi dalam mengikuti pembelajaran. Oleh karena itu, diperlukan penerapan model pembelajaran yang inovatif, aktif, dan menyenangkan, salah satunya melalui model pembelajaran kooperatif Team Games Tournament (TGT) berbantuan media Greenopoly.

Penelitian ini bertujuan untuk mengetahui penerapan model pembelajaran Team Games Tournament (TGT) berbantuan media Greenopoly serta meningkatkan hasil belajar siswa kelas IV SDN Kalipucang 3 Kabupaten Pasuruan pada materi bagian-bagian tumbuhan. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus, dengan subjek penelitian sebanyak 22 siswa kelas IV. Setiap siklus terdiri atas tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Teknik pengumpulan data meliputi tes hasil belajar, observasi aktivitas guru dan siswa, serta dokumentasi. Analisis data dilakukan secara kuantitatif dan kualitatif.

Hasil penelitian menunjukkan adanya peningkatan hasil belajar siswa setelah diterapkannya model pembelajaran Team Games Tournament (TGT) berbantuan media Greenopoly. Rata-rata nilai siswa pada tahap pra siklus sebesar 65,0 meningkat menjadi 74,3 pada siklus I dan meningkat kembali menjadi 84,76 pada siklus II. Persentase ketuntasan belajar siswa juga mengalami peningkatan dari 45,45% pada pra siklus menjadi 62% pada siklus I dan 95% pada siklus II. Berdasarkan hasil penelitian tersebut, dapat disimpulkan bahwa penerapan model pembelajaran Team Games Tournament (TGT) berbantuan media Greenopoly dapat meningkatkan hasil belajar siswa kelas IV SDN Kalipucang 3 Kabupaten Pasuruan.

Kata kunci: Team Games Tournament, Greenopoly, hasil

ABSTRACT

Nurul Abida. 2025. *"Implementation of the Team Games Tournament (TGT) Learning Model Assisted by Greenopoly Media in Improving the Learning Outcomes of Grade IV Students at Kalipucang 3 Elementary School, Pasuruan Regency" Thesis. Elementary School Teacher Education Study Program, Undergraduate Program, Tribhuwana Tunggadewi University. Supervisors: (I) Moh. Farid Nurul Anwar S.Pd., M.Pd (2). Chusnul Chotimah, S.Pd., M.Pd*

This research was motivated by the low learning outcomes of fourth-grade students at SDN Kalipucang 3 Pasuruan Regency on the topic of plant parts. The learning process was still teacher-centered and lacked the use of engaging instructional media, resulting in low student participation and motivation. Therefore, it was necessary to implement an innovative, active, and enjoyable learning model, namely the cooperative learning model Team Games Tournament (TGT) assisted by Greenopoly media.

This study aimed to examine the implementation of the Team Games Tournament (TGT) cooperative learning model assisted by Greenopoly media and to improve the learning outcomes of fourth-grade students at SDN Kalipucang 3 Pasuruan Regency on the topic of plant parts. This research employed Classroom Action Research (CAR), conducted in two cycles, involving 22 fourth-grade students as research subjects. Each cycle consisted of planning, action implementation, observation, and reflection stages. Data collection techniques included learning outcome tests, observation of teacher and student activities, and documentation. Data analysis was conducted using quantitative and qualitative approaches.

The results showed an improvement in students' learning outcomes after the implementation of the Team Games Tournament (TGT) learning model assisted by Greenopoly media. The average student score in the pre-cycle sntage was 65.0, which increased to 74.3 in Cycle I and further increased to 84.76 in Cycle II. The percentage of learning mastery also increased from 45.45% in the pre-cycle stage to 62% in Cycle I and 95% in Cycle II. Based on these results, it can be concluded that the implementation of the Team Games Tournament (TGT) cooperative learning model assisted by Greenopoly media can improve the learning outcomes of fourth-grade students at SDN Kalipucang 3 Pasuruan Regency.

Keywords: Team Games Tournament, Greenopoly, results