

PENGARUH MODEL PEMBELAJARAN KOOPERATIF *TEAMS GAMES TOURNAMENT* DENGAN MEDIA PAPAN FLANEL TERHADAP HASIL BELAJAR MATEMATIKA MATERI PERKALIAN PECAHAN DESIMAL SISWA KELAS V UPT SD NEGERI 067246 MEDAN TAHUN AJARAN 2023/2024

ABSTRAK

Penelitian ini bertujuan untuk mengetahui deskripsi hasil belajar matematika siswa yang diajar menggunakan model pembelajaran kooperatif *Teams Games Tournament* dengan media papan flanel pada materi perkalian pecahan desimal, hasil belajar matematika siswa yang diajar menggunakan model pembelajaran kooperatif *Teams Games Tournament* tanpa menggunakan media papan flanel pada materi perkalian pecahan desimal siswa kelas V UPT SD Negeri 067246 Medan tahun ajaran 2023/2024. Populasi dalam penelitian ini adalah seluruh siswa kelas V yang berjumlah 46 orang yang terbagi dalam dua kelas dan sekaligus sebagai sampel penelitian. Penelitian ini merupakan penelitian quasi eksperimen dengan desain *pretest posttest Nonequivalent Control Group Design*. Alat pengumpul data menggunakan tes esay berjumlah 3 soal dengan level kognitif C3. Teknik analisis data menggunakan uji t dan uji chi square. Hasil analisis data dan pengujian hipotesis diperoleh (1) hasil belajar matematika siswa yang diajar menggunakan model pembelajaran kooperatif *Teams Games Tournament* dengan media papan flanel pada materi perkalian pecahan desimal diperoleh rata-rata 33,125 dengan kriteria sedang, (2) hasil belajar matematika siswa yang diajar menggunakan model pembelajaran kooperatif *Teams Games Tournament* tanpa media papan flanel pada materi perkalian pecahan desimal diperoleh rata-rata 29,31 dengan kriteria rendah dan (3) Ada pengaruh yang signifikan model pembelajaran kooperatif *teams games tournmanet* dengan media papan flanel terhadap hasil belajar matematika materi perkalian pecahan desimal siswa kelas V UPT SD Negeri 067246 Medan Tahun Ajaran 2023/2024.

Kata kunci: Model Pembelajaran Kooperatif, Model *Teams Games Tournament*, Papan Flanel, Hasil Belajar, Matematika

THE INFLUENCE OF TEAMS GAMES TOURNAMENT COOPERATIVE LEARNING MODEL USING FLANNELBOARD MEDIA ON MATHEMATICS LEARNING OUTCOMES ON MULTIPLICATION OF DECIMAL FRACTIONS STUDENTS IN CLASS V UPT STATE ELEMENTARY SCHOOL067246 MEDAN YEAR TEACHINGS 2023/2024

ABSTRACT

This research aims to determine the description of the mathematics learning outcomes of students taught using the Teams Games Tournament cooperative learning model with flannel board media on multiplication of decimal fractions, the mathematics learning outcomes of students taught using the Teams Games Tournament cooperative learning model without using flannel board media on multiplication material decimal fractions for class V students at UPT SD Negeri 067246 Medan for the 2023/2024 academic year. The population in this study were all 46 class V students who were divided into two classes and also served as research samples. This research is a quasi-experimental research with a pretest posttest Nonequivalent Control Group Design. The data collection tool uses an essay test consisting of 3 questions with cognitive level C3. The data analysis technique uses the t test and chi square test. The results of data analysis and hypothesis testing showed that (1) the mathematics learning outcomes of students who were taught using the Teams Games Tournament cooperative learning model with flannel board media on multiplication of decimal fractions obtained an average of 33.125 with medium criteria, (2) the mathematics learning outcomes of students who were taught Using the Teams Games Tournament cooperative learning model without flannel board media on the multiplication of decimal fractions material obtained an average of 29.31 with low criteria and (3) There is a significant influence of the Teams Games Tournmanet cooperative learning model with flannel board media on mathematics learning outcomes in multiplication material. decimal fractions for class V students of UPT SD Negeri 067246 Medan for the 2023/2024 academic year.

Keywords: *Cooperative Learning Model Teams Games Tournament, Flannel Board, Mathematics Learning Outcomes*