PENGARUH MODEL *TEAMS GAMES TOURNAMENT* BERBANTUAN MEDIA POWTOON TERHADAP HASIL BELAJAR TEMATIK PESERTA DIDIK KELAS V SD NEGERI 106832 SUKAMANDI HULU T .A 2024/2025

ABSTRAK

Tujuan penelitian untuk mengetahui rendahnya hasil belajar tematik peserta didik kelas V SD Negeri 106832. Tujuan penelitian ini untuk mengetahui pengaruh yang signifikan pada penerapan model pembelajaran *teams games tournament* berbantuan media *powtoon*. Metode penelitian ini adalah *quasi experiment* dengan desain penelitian *quasi exsperimental design*. Jumlah populasi penelitian ini adalah 44 peserta didik. Jumlah sampel dalam penelitian ini adalah 44 peserta didik. Teknik pengambilan sampel menggunakan teknik *non probablitysampling* dengan jumlah 44 peserta didik. Kelas eksperimen di ajarkan dengan menggunakan model *Teams Games Tournament* berbantuan Media Powtoon dan kelas kontrol tanpa berbantuan Media Powtoon. Berdasarkan hasil penelitian yang dapat diktahui bahwa kemampuan hasil belajar siswa dengan menggunakan model *Teams Games Tournament* berbantuan media *Media powtoon* memperoleh nilai rata-rata 75, 90 termasuk kriteria tinggi, sedangkan siswa yang Yang tidak menggunakan media *Media powtoon* memperoleh nilai rata-rata 45,90 termasuk kriteria sedang. Maka dapat di simpulkan bahawa terdapat Pengaruh yang Signifikan Penggunaan *Model Teasm Games Tournament* Berbantuan Media *Media Powtoon* Terhadap Hasil Belajar Tematik Peserta didik Kelas V SD Negeri 106832 Sukamandi Hulu Tahun Ajaran 2024/2025.

Kata kunci : hasil belajar tematik, powtoon, teams games tournament

THE EFFECT OF TEAMS GAMES TOURNAMENT MODEL WITHTHE HELP OF POWTOON MEDIALEARNING THEMATIC FIFTH-GRADE STUDENTS SD NEGERI 106832 SUKAMANDI HULU

ABSTRACT

The purpose of the study was to determine the low thematic learning outcomes of grade V students of SD Negeri 106832. The purpose of this study was to determine the significant effect on the application of the Teams Games Tournament learning model assisted by Powtoon media. This research method is a quasi experiment with a quasi experimental design. The population of this study was 44 students. The number of samples in this study was 44 students. The sampling technique used a non-probability sampling technique with a total of 44 students. The experimental class was taught using the Teams Games Tournament model assisted by Powtoon Media and the control class without Powtoon Media. Based on the results of the study, it can be seen that the ability of student learning outcomes using the Teams Games Tournament model assisted by Powtoon Media obtained an average score of 75.90 including high criteria, while students who did not use Powtoon Media obtained an average score of 45,90 including medium criteria. So it can be concluded that there is a significant influence of the use of the Teamsm Games Tournament Model assisted by Powtoon Media on the thematic learning outcomes of class V students of SD Negeri 106832 Sukamandi Hulu in the 2024/2025 school year.

Keywords: thematic learning outcomes, powtoon, teams games tournament,