

PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* BERBANTUAN MEDIA MONOPOLI TERHADAP HASIL BELAJAR SISWA PADA MATA PELAJARAN IPAS KELAS IV UPT SPF SDN 101854 SEI MENCIRIM T.P 2024/2025

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui hasil belajar siswa pada mata pelajaran IPAS dengan menggunakan model *Teams Games Tournament* berbantuan media Monopoli pada materi Wujud Zat dan Perubahannya kelas IV UPT SPF SDN 101854 Sei Mencirim Tahun Pelajaran 2024/2025, untuk mengetahui pengaruh signifikan pengaruh model TGT berbantuan media monopoli terhadap hasil belajar siswa pada materi Wujud Zat dan Perubahannya di kelas IV UPT SPF SDN 101854 Sei Mencirim Tahun Pelajaran 2024/2025. Penelitian ini dilaksanakan pada tanggal 30 November 2024 di UPT SPF SDN 101854 Sei Mencirim Tahun Ajaran 2024/2025. Populasi dalam penelitian ini adalah seluruh siswa kelas IV UPT SPF SDN 101854 Sei Mencirim, berjumlah 59 Orang siswa yaitu 30 laki laki dan 29 perempuan. Jenis penelitian ini adalah *Quasi Experimental Design*. Jenis design penelitian ini adalah *Nonequivalent Control Group Design*. Teknik pengumpulan data yang digunakan oleh peneliti adalah berbentuk pilihan berganda. Setelah melakukan analisis data terhadap hasil penelitian maka diperoleh hasil belajar siswa pada materi Wujud Zat dan Perubahannya diperoleh nilai rata-rata pretest 55,93 belum memenuhi nilai Kriteria Ketuntasan Minimal (KKM). Hasil belajar siswa dengan menggunakan model TGT berbantuan media monopoli diperoleh nilai rata-rata posttest 90,93 dan memenuhi nilai Kriteria Ketuntasan Minimal (KKM). Terdapat pengaruh signifikan diketahui bahwa nilai t hitung sebesar 3,9184 pada taraf signifikansi 0,05% diperoleh t tabel 2,0024. t hitung $>$ t tabel maka hipotesis H_1 diterima dan H_0 ditolak yang berarti bahwa ada pengaruh model TGT berbantuan media monopoli terhadap hasil belajar siswa pada materi Wujud Zat dan Perubahannya di kelas IV UPT SPF SDN 101854 Sei Mencirim Tahun Pelajaran 2024/2025.

Kata Kunci : *Model Teams Games Tournament berbantuan media Monopoli*

**THE EFFECT OF TEAMS GAMES TOURNAMENT LEARNING
MODEL ASSISTED BY MONOPOLY MEDIA ON STUDENTS'
LEARNING OUTCOME IN THE SUBJECT OF SCIENCE
IN CLASS IV UPTSPF SDN 101854 SEI MENCIRIM
T.P 2024/2025**

ABSTRACT

The purpose of this study was to determine students' learning outcomes in the subject of science using the Teams Games Tournament model assisted by Monopoly media on the material of the Form of Matter and Its Changes in class IV UPT SPF SDN 101854 Sei Mencirim in the 2024/2025 Academic Year, to determine the significant effect of the TGT model assisted by monopoly media on student learning outcomes on the material of the Form of Matter and Its Changes in class IV UPT SPF SDN 101854 Sei Mencirim in the 2024/2025 Academic Year. This research was conducted on November 30, 2024 at UPT SPF SDN 101854 Sei Mencirim for the 2024/2025 Academic Year. The population in this study were all fourth grade students of UPT SPF SDN 101854 Sei Mencirim, totaling 59 students, namely 30 males and 29 females. This type of research is Quasi Experimental Design. The type of research design is Nonequivalent Control Group Design. The data collection technique used by the researcher is in the form of multiple choices. After analyzing the data on the results of the study, the results of student learning on the material of the Form of Matter and Its Changes obtained an average pretest score of 55.93 which did not meet the Minimum Completion Criteria (KKM). The results of student learning using the TGT model assisted by monopoly media obtained an average posttest score of 90.93 and met the Minimum Completion Criteria (KKM). There is a significant influence known that the t value of 3.9184 at a significance level of 0.05% obtained t table 2.0024. t count $>$ t table then the hypothesis H_1 is accepted and H_0 is rejected which means that there is an influence of the TGT model assisted by monopoly media on student learning outcomes in the material of the Form of Substance and Its Changes in class IV UPT SPF SDN 101854 Sei Mencirim in the 2024/2025 Academic Year.

Keywords: The Teams Games Tournament model is assisted by Monopoly media