PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* (TGT) TERHADAP HASIL BELAJAR SISWA PADA MATA PELAJARAN MATEMATIKA KELAS II SD NEGERI 056594 MENJAHONG TAHUN PELAJARAN 2025/2026

ABSTRAK

Penelitian ini bertujuan untuk mengetahui: hasil belajar siswa tanpa menggunakan TGT dan hasil belajar siswa menggunakan Penelitian ini dilakukan mengunakan jenis penelitian kuantitatif metode *Quasi Eksperimen*. Populasi dalam penelitian ini adalah siswa kelas II SD Negeri 056594 siswa. Sampel penelitian ini adalah kelas eksperimen berjumlah 22 siswa dan kelas kontrol berjumlah 14 siswa yang ditentukan melalui pretest. Teknik analisis data ini menggunakan uji normalitas, uji homogenitas, uji hipotesis. Bedasarkan uji normalitas nilai *pretest* kelas kontrol yaitu $L_{hitung} = 0,167$. $L_{tabel} = 0,227$, nilai *posttest* kelas kontrol $L_{hitung} = 0,188$. $L_{tabel} = 0,227$ dan nilai *pretest* kelas eksperimen $= L_{hitung} = 0,170$. $L_{tabel} = 0,183$ dan nilai *postest* kelas eksperimen $= L_{hitung} = 0,164$. $L_{tabel} = 0,183$ sehingga data berdistribusi normal. Uji homogenitas *pretest* yaitu F_{hitung} 1,12 $< F_{tabel}$ 2,22 dan Uji homogenitas *postest* yaitu F_{hitung} 1,53 $< F_{tabel}$ 2,45 sehingga bersifat homogen. Uji hipotesis yaitu t_{hitung} 2,85 $> t_{tabel}$ 2,03, maka H0 di tolak dan H1 diterima yang berarti terdapat pengaruh yang signifikan pada Model Pembelajaran *Teams Games Tournament* Terhadap Hasil Belajar Penjumlahan dan Pengurangan Kelas II SD Negeri 056594 Menjahong Tahun Pelajaran 2025/2026.

Kata Kunci: Penjumlahan dan Pengurangan Hasil Belajar, Model Pembelajaran *Teams Games Tournament*, Pengaruh.

THE EFFECT OF THE TEAMS TOURNAMENT (TGT) LEARNING MODELON STUDENT LEARNING OUTCOMES IN MATHEMATICS IN GRADE II OF STATE ELEMENTARY SCHOOL 056594 MENJAHONG IN THE 2025/2026 *ACADEMIC YEAR*

ABSTRACT

This study aims to determine: student learning outcomes without using TGT and student learning outcomes using TGT. This study was conducted using a quantitative research method, namely a quasi-experimental design. The population in this study were 56594 students in grade II of SD Negeri. The sample in this study consisted of an experimental class of 22 students and a control class of 14 students, which were determined through a pretest. The data analysis techniques used were normality test, homogeneity test, and hypothesis test. Based on the normality test, the pretest value for the control class was $L_{count} = 0.167$. $L_{table} = 0.227$, the posttest value for the control class was $L_{count} = 0.188$. $L_{table} = 0.227$, and the pretest value for the experimental class was $L_{count} = 0.170$. $L_{table} = 0.183$ and the posttest value for the experimental class was $L_{count} = 0.164$. $L_{table} = 0.183$, so the data was normally distributed. The pretest homogeneity test was F_{count} $1.12 < F_{table}$ 2.22 and the posttest homogeneity test was F_{count} $1.53 < F_{table}$ 2.45, so it was homogeneous. The hypothesis test shows that $t_{count} = 2.85 > t_{table} = 2.03$, so H0 is rejected and H1 is accepted, which means that there is a significant effect of the TGT Model on the learning outcomes of addition and subtraction in Grade II of SD Negeri 056594 Menjahong in the 2025/2026 academic year.

Keywords: Learning Outcomes in Addition and Subtraction, Teams Games Tournament Learning Model, Effect.