

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES*
TOURNAMENT TERHADAP HASIL BELAJAR SISWA
PADA MATA PELAJARAN IPAS KELAS IV DI
UPT SPF SDN 106790 SEI MENCIRIM
TAHUN PELAJARAN
2025/2026**

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui hasil belajar siswa pada mata pelajaran IPAS dengan menggunakan Model Pembelajaran *Team Games Tournament* pada materi Wujud Zat dan Perubahannya Kelas IV UPT SPF SDN 106790 Sei Mencirim Tahun Pelajaran 2025/2026, untuk mengetahui pengaruh signifikan penerapan model Pembelajaran *Team Games Tournament* (TGT) terhadap hasil belajar siswa pada materi Wujud Zat dan Perubahannya di Kelas IV UPT SPF SDN 106790 Sei Mencirim Tahun Pelajaran 2025/2026. Penelitian ini dilaksanakan di UPT SPF SDN 106790 Sei Mencirim Tahun Pelajaran 2025/2026. Populasi dalam penelitian ini adalah seluruh siswa kelas IV UPT SPF SDN 106790 Sei Mencirim, berjumlah 25 orang. Jenis penelitian ini adalah *pre-experimental design*. Jenis design penelitian ini adalah *one group pretest-posttest*. Teknik pengumpulan data yang digunakan oleh peneliti adalah tes 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* 44,40 belum memenuhi nilai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Hasil belajar siswa dengan menggunakan Model Pembelajaran *Team Games Tournament* (TGT) diperoleh nilai rata-rata *posttest* 87,20 dan memenuhi nilai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Berdasarkan hasil analisis statistik inferensial dengan menggunakan rumus uji-t dapat diketahui bahwa nilai T hitung 46,7 sebesar dengan frekuensi (dk) sebesar $25-1 = 24$, pada taraf signifikansi 0,05 diperoleh tabel 1,708. Oleh karena $t_{hitung} > t_{tabel}$ pada taraf signifikan 0,05 maka hipotesis H1 diterima yang berarti bahwa Ada pengaruh penerapan Model Pembelajaran *Team Games Tournament* terhadap hasil belajar IPAS Siswa Kelas IV UPT SPF SDN 106790 Sei Mencirim Pada Materi Wujud Zat dan Perubahannya Tahun Pelajaran 2025/2026.

Kata Kunci: Hasil Belajar, IPAS, Model *Team Games Tournament*

**THE EFFECT OF THE TEAM GAMES TOURNAMENT
LEARNING MODEL ON STUDENTS' LEARNING OUTCOMES
IN THE IPAS SUBJECT FOR FOURTH-GRADE STUDENTS
AT UPT SPF SDN 106790 SEI MENCIRIM
ACADEMIC YEAR
2025/2026**

ABSTRACT

The purpose of this study was to determine students' learning outcomes in the IPAS subject by using the Team Games Tournament learning model on the topic of States of Matter and Their Changes for fourth-grade students at UPT SPF SDN 106790 Sei Mencirim in the 2025/2026 academic year, as well as to determine the significant effect of the implementation of the Team Games Tournament (TGT) learning model on students' learning outcomes on the topic of States of Matter and Their Changes in Grade IV at UPT SPF SDN 106790 Sei Mencirim in the 2025/2026 academic year. This research was conducted at UPT SPF SDN 106790 Sei Mencirim in the 2025/2026 academic year. The population of this study consisted of all fourth-grade students at UPT SPF SDN 106790 Sei Mencirim, totaling 25 students. This study employed a pre-experimental research design with a one-group pretest–posttest design. The data collection technique used in this study was a multiple-choice test. The results of the data analysis showed that the average pretest score of students on the topic of States of Matter and Their Changes was 44.40, which did not meet the Minimum Criteria for Learning Achievement (KKTP). After the implementation of the Team Games Tournament (TGT) learning model, the average posttest score increased to 87.20 and met the KKTP. Based on the results of inferential statistical analysis using the t-test, the calculated t-value was 46.7 with degrees of freedom (df) of $25 - 1 = 24$. At a significance level of 0.05, the t-table value was 1.708. Since the calculated t-value was greater than the t-table value at the 0.05 significance level, the alternative hypothesis (H_1) was accepted. This indicates that the implementation of the Team Games Tournament learning model has a significant effect on the IPAS learning outcomes of fourth-grade students on the topic of States of Matter and Their Changes at UPT SPF SDN 106790 Sei Mencirim in the 2025/2026 academic year.

Keywords: *Learning outcomes, IPAS, Team Games Tournament model*