PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA GAME *WORDWALL* TERHADAP HASIL BELAJAR PKN SISWA KELAS V UPT SPF SDN 105329 T.A 2025/2026

ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) Hasil belajar PKN siswa yang diajar dengan model pembelajaran TGT dikelas V UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026, (2) Penyebab rendahnya hasil belajar siswa pada mata pelajaran PKN dikelas V UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026, (3) Adanya pengaruh penggunaan model pembelajaran TGT berbantuan *media Wordwall* (Spin) terhadap hasil belajar siswa pada mata pelajaran PKN dikelas V UPT SPF SDN 105329 WonosariTahun Ajaran 2025/2026. Penelitian ini dilaksanakan 3 Desember 2025 Di UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026. Populasi dalam penelitian ini adalah seluruh siswa kelas V UPT SPF SDN 105329 Wonosari, berjumlah 20 siswa. Alat pengumpulan data berupa soal essay sebanyak 5 soal, analisis data yang digunakan uji normalitas dan uji hipotesis. Hasil penelitian sebagai berikut: (1) Hasil belajar PKN siswa pada materi keberagaman agama sebelum menggunakan model pembelajaran *Teams Games Tournament* (TGT) berbantuan Media *Game Wordwall* kelas V UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026 memperoleh nilai rata-rata 38,1. (2) Hasil belajar PKN siswa pada materi keberagaman agama sesudah menggunakan model pembelajaran *Teams GamesTournament* (TGT) berbantuan media *Game Wordwall* kelas V UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026 memperoleh nilai rata-rata 84,65. (3) Terdapat pengaruh signifikan penggunaan model pembelajaran *Teams Game Tournament* (TGT) berbantuan media *Game Wordwall* terhadap hasil belajar PKN siswa kelas V UPT SPF SDN 105329 Wonosari Tahun Ajaran 2025/2026.

Kata Kunci **: TGT, Media Game *Wordwall*, Hasil Belajar, PKN**

PENGARUH MODEL PEMBELAJARAN TEAMS GAMES TOURNAMENT (TGT) BERBANTUAN MEDIA GAME WORDWALL TERHADAP HASIL BELAJAR PKN SISWA KELAS V UPT SPF SDN 105329 T.A 2025/2026

ABSTRACT

This research aims to determine (1) the PKN learning outcomes of students taught using the TGT learning model in class V UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year, (2) the causes of low student learning outcomes in PKN subjects in class V UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year, (3) The influence of using the TGT learning model with the help of Wordwall (Spin) media on student learning outcomes in PKN subjects in class V UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year. This research was conducted December 3 2025 at UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year. The population in this study were all class V students at UPT SPF SDN 105329 Wonosari, totaling 20 students. The data collection tool is in the form of 5 essay questions, data analysis uses normality testing and hypothesis testing. The research results are as follows: (1) The results of students' PKN learning on religious diversity material before using the Teams Games Tournament (TGT) learning model assisted by Game Wordwall Media for class V UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year obtained an average score of 38.1. (2) The results of students' PKN learning on religious diversity material after using the Teams Games Tournament (TGT) learning model assisted by Game Wordwall media for class V UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year obtained an average score of 84.65. (3) There is a significant influence of using the Teams Game Tournament (TGT) learning model assisted by Wordwall Game media on the PKN learning outcomes of class V students at UPT SPF SDN 105329 Wonosari for the 2025/2026 academic year.

Keywords: Teams Game Tournament (TGT), Media Game Wordwall, Learning Outcomes, Civic Education