

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES*
TOURNAMENT (TGT) BERBANTUAN MEDIA *GAME*
BAMBOOZLE TERHADAP HASIL BELAJAR
MATEMATIKA PADA SISWA KELAS IV
SD NEGERI 044839 BULANJAHE
T.A 2025/2026**

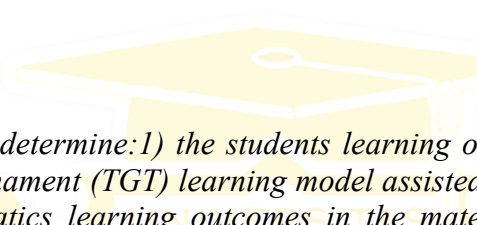
ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) Hasil belajar siswa sebelum menggunakan model pembelajaran *Team Games Tournament* (TGT) berbantuan media *Game Bamboozle* terhadap hasil belajar matematika materi operasi hitung campuran di kelas IV SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026, (2) Hasil belajar siswa sesudah menggunakan model pembelajaran *Team games Tournament* (TGT) berbantuan media *Game Bamboozle* terhadap hasil belajar matematika materi operasi hitung campuran di kelas IV SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026, (3) Ada pengaruh signifikan pada penggunaan model pembelajaran *Team Games Tournament* (TGT) berbantuan media *Game Bamboozle* terhadap hasil belajar Matematika pada siswa Kelas IV SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026. Penelitian ini dilaksanakan 27 oktober 2025 di SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026. Populasi dalam penelitian ini adalah seluruh siswa kelas IV SD Negeri 044839 Bulanjahe, berjumlah 23 siswa. Alat pengumpulan data berupa tes essay sebanyak 5 soal, analisis data yang digunakan uji normalitas dan uji hipotesis. Hasil penelitian sebagai berikut: (1) Hasil belajar Matematika siswa pada materi operasi hitung campuran sebelum menggunakan model pembelajaran *Team Games Tournament* (TGT) berbantuan Media *Game Bamboozle* kelas IV SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026 memperoleh nilai rata-rata 42,39. (2) Hasil belajar Matematika siswa pada materi operasi hitung campuran sesudah menggunakan model pembelajaran *Team Games Tournament* (TGT) berbantuan media *Game Bamboozle* kelas IV SD Negeri 044839 Bulanjahe Tahun Ajaran 2025/2026 memperoleh nilai rata-rata 80,08. (3) Terdapat pengaruh signifikan penggunaan model pembelajaran *Team games Tournament* (TGT) berbantuan media *Game Bamboozle* terhadap hasil belajar Matematika pada siswa kelas IV SD Negeri 044839 Bulanjahe Tahun ajaran 2025/2026.

Kata Kunci : *Team Games Tournament* (TGT), *Game Bamboozle*, Hasil Belajar

**THE EFFECT OF THE TEAM GAMES TOURNAMENT (TGT)
LEARNING MODEL ASISTED BY THE BAMBOOZEL
GAME MEDIA ON MATHEMATICS LEARNING
OUTCOMES IN GRADE IV STUDENTS OF
SD NEGERI 044839 BULANJAHE
ACADEMIC YEAR 2025/2026**

ABSTRACT



This study aims to determine: 1) the students learning outcomes before using the Team Games Tournament (TGT) learning model assisted by the Game Bamboozle media on Mathematics learning outcomes in the material of mixed arithmetic operations for Grade IV students of SD Negeri 044839 Bulanjahe in the Academic Year 2025/2026, (2) the students learning outcomes after using the Team Games Tournament (TGT) learning model assisted by the Game Bamboozle media in the Academic Year 2025/2026, and (3) whether there is a significant effect of the Team Game Tournament (TGT) learning model assisted by the Game Bamboozle media on the Mathematics learning outcomes of grade IV students of SD Negeri 044839 Bulanjahe in the Academic Year 2025/2026. This research was conducted on Oktober 27, 2025, at SD Negeri 044839 Bulanjahe in the 2025/2026 academic year. The population in this study was all fourth grade students of SD Negeri 044839 Bulanjahe, totaling 23 students. The instrument used was a test consisting of 5 questions. Data analysis techniques include the normality test and t-test. The results showed that the average score before applying the TGT model assisted by Game Bamboozle was 42,39 and the average score before applying the model increased to 80,08. The t-test results indicated that there was a significant effect of the Team Games Tournament (TGT) learning model assisted by the Game Bamboozle media on the Mathematics learning outcomes of Grade IV students at SD Negeri 044839 Bulanjahe.

Keywords: *Team Games Tournament (TGT), Game Bamboozle, Learning Outcomes.*