

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES*
TOURNAMENT (TGT) BERBANTUAN MEDIA DADU
WARNA TERHADAP HASIL BELAJAR
PENDIDIKAN PANCASILA PADA
SISWA KELAS IV UPT SDN
067776 MEDAN JOHOR
T.A 2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui hasil belajar siswa dengan menggunakan model pembelajaran *Team Games Tournament* (TGT) berbantuan media dadu warna terhadap hasil belajar Pendidikan Pancasila pada Siswa Kelas IV UPT SDN 067776 Medan Johor T.A 2025/2026. Untuk mengetahui hasil belajar Pendidikan Pancasila pada siswa Kelas IV UPT SDN 067776 Medan Johor T.A 2025/2026 tanpa bantuan media dadu warna. Penelitian menggunakan metode *quasi eksperimen* dengan desain *Nonequivalent Control Group Desain*. Instrumen yang digunakan dalam penelitian ini berupa test *essay*, dibatasi dengan ranah kognitif C3 dan C4 yaitu melihat hasil belajar Pendidikan Pancasila pada siswa. Populasi dalam penelitian ini adalah seluruh Kelas IV dan sampel yang digunakan adalah total sampling yaitu kelas IVA dan IVB. Penelitian telah dilakukan dikelas IV UPT SDN 067776 Medan Johor yang beralamat Jl. Pintu Air IV Gang Sekolah, Kel. Kwala Bekala, Kec.Medan Johor. Penelitian ini akan dilaksanakan pada semester ganjil Tahun Ajaran 2025/2026. Model pembelajaran *Team Games Tournament* (TGT) berbantuan media dadu warna diperoleh nilai 80,31 dengan kategori tinggi. Dan tanpa bantuan media dadu warna di peroleh nilai 63.82 kategori sedang. Berdasarkan hasil pengujian hipotesis data dapat disimpulkan ada pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan media dadu warna terhadap hasil belajar pendidikan pancasila pada siswa kelas IV UPT SDN 067776 Medan Johor T.A 2025/2026. Hal ini dapat ditunjukkan dengan hasil uji-t yang mempengaruhi nilai $t_{hitung} > t_{tabel} = 3,513 > 2,045$, sehingga H_0 di tolak dan H_1 diterima.

Kata Kunci: *Team Games Tournament*, Dadu Warna, Hasil Belajar

***THE EFFECT OF THE TEAM GAMES TOURNAMENT
(TGT) LEARNING MODEL ASSISTED BY COLORED
DICE MEDIA ON PANCASILA EDUCATION
LEARNING OUTCOMES OF FOURTH-
GRADE STUDENTS AT UPT SDN
067776 MEDAN JOHOR
YEAR 2025/2026***

ABSTRACT

This study aims to determine students' learning outcomes by applying the Team Games Tournament (TGT) learning model assisted by colored dice media in Pancasila Education for fourth-grade students of UPT SDN 067776 Medan Johor in the 2025/2026 academic year, as well as to examine students' learning outcomes in Pancasila Education without the use of colored dice media. This research employed a quasi-experimental method with a Nonequivalent Control Group Design. The research instrument consisted of essay tests limited to the cognitive domains of C3 (application) and C4 (analysis) to measure students' learning outcomes in Pancasila Education. The population of this study included all fourth-grade students, and the sample was selected using total sampling, namely classes IV-A and IV-B. The research was conducted in the fourth grade of UPT SDN 067776 Medan Johor, located at Jl. Pintu Air IV Gang Sekolah, Kwala Bekala Village, Medan Johor District, during the odd semester of the 2025/2026 academic year. The results showed that students taught using the TGT learning model assisted by colored dice media obtained an average score of 80.31, categorized as high, while students taught without colored dice media achieved an average score of 63.82, categorized as moderate. Based on the hypothesis testing results, it can be concluded that the TGT learning model assisted by colored dice media has a significant effect on students' learning outcomes in Pancasila Education, as indicated by the t-test results where the t-value was greater than the t-table value ($3.513 > 2.045$), leading to the rejection of H_0 and acceptance of H_1 .

Keywords: Team Games Tournament, colored dice media, learning outcomes.