

**PENGARUH MODEL PEMBELAJARAN *TEAM GAMES*  
*TOURNAMENT* (TGT) BERBANTUAN *QUESTIONS*  
*BOX* TERHADAP HASIL BELAJAR IPAS MATERI  
MAGNET DAN KEGUNAANNYA DI  
KELAS V SD NEGERI 064988  
MEDAN JOHOR  
T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan *Questions Box* terhadap hasil belajar IPAS pada materi magnet dan kegunaannya siswa kelas V SD Negeri 064988 Medan Johor Tahun Pelajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan desain *pretest-posttest control group design*. Subjek penelitian terdiri atas dua kelas, yaitu kelas eksperimen yang diajar menggunakan model pembelajaran TGT berbantuan *Questions Box* dan kelas kontrol yang diajar tanpa menggunakan model pembelajaran TGT berbantuan *Questions Box*. Data hasil belajar IPAS diperoleh melalui tes tertulis yang diberikan sebelum (*pretest*) dan sesudah (*posttest*) perlakuan. Hasil analisis data menunjukkan bahwa hasil belajar IPAS siswa yang diajar menggunakan model pembelajaran TGT berbantuan *Questions Box* lebih tinggi dibandingkan dengan siswa yang diajar menggunakan pembelajaran tanpa menggunakan model pembelajaran TGT berbantuan *Questions Box*. Berdasarkan hasil pengujian hipotesis diperoleh nilai  $t_{hitung} = 3,710$  dan  $t_{tabel} = 2,028$  sehingga  $t_{hitung} > t_{tabel}$  atau  $3,710 > 2,028$ . Dengan demikian,  $H_1$  diterima dan  $H_0$  ditolak. Dapat disimpulkan bahwa terdapat pengaruh yang signifikan penggunaan model pembelajaran *Team Games Tournament* (TGT) berbantuan *Questions Box* terhadap hasil belajar IPAS materi magnet dan kegunaannya siswa kelas V SD Negeri 064988 Medan Johor Tahun Pelajaran 2025/2026.

**Kata kunci:** Hasil belajar, *Team Games Tournament*, dan *Questions Box*

***The Effect of the Team Games Tournament (TGT) Learning Model Assisted by  
a Question Box on Students' IPAS Learning Outcomes on the Topic of  
Magnets and Their Uses in Grade V of SD Negeri 064988  
Medan Johor, Academic Year 2025/2026***

**ABSTRAC**

*This study aimed to determine the effect of the Team Games Tournament (TGT) learning model assisted by Questions Box on IPAS learning outcomes on the topic of magnets and their uses among fifth-grade students at SD Negeri 064988 Medan Johor in the 2025/2026 academic year. This research employed a quantitative approach using a pretest-posttest control group design. The research subjects consisted of two classes: an experimental class taught using the TGT learning model assisted by Questions Box and a control class taught using conventional learning methods. Data on IPAS learning outcomes were collected through written tests administered before (pretest) and after (posttest) the treatment. The results of data analysis indicated that the IPAS learning outcomes of students taught using the TGT learning model assisted by Questions Box were higher than those of students taught using conventional learning methods. Based on the hypothesis testing, the obtained values were  $t_{count} = 3,170$  and  $t_{table} = 2,028$ , indicating that  $t_{count} > t_{table}$  or  $3.170 > 2.028$ . Therefore,  $H_1$  was accepted and  $H_0$  was rejected. It can be concluded that the use of the Team Games Tournament (TGT) learning model assisted by Questions Box has a significant effect on IPAS learning outcomes on the topic of magnets and their uses among fifth-grade students at SD Negeri 064988 Medan Johor in the 2025/2026 academic year.*

***Keywords: learning outcomes Team Games Tournament, dan Questions Box***