

**PENGARUH MODEL *COOPERATIVE LEARNING TIPE
TEAMS GAMES TOURNAMENT (TGT) BERBANTUAN
MEDIA ULAR TANGGA TERHADAP HASIL
BELAJAR IPA SISWA KELAS V UPT SD
NEGERI 067776 MEDAN JOHOR
TAHUN PELAJARAN 2025/2026***

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran Cooperative Learning tipe Teams Games Tournament (TGT) berbantuan media ular tangga terhadap hasil belajar Ilmu Pengetahuan Alam (IPA) siswa kelas V SD. Latar belakang penelitian adalah rendahnya hasil belajar IPA pada materi Permukaan Bumi di UPT SDN 067776 Medan Johor, yang diduga disebabkan oleh metode pembelajaran yang konvensional, kurang menarik, dan kurangnya media yang memvisualisasikan konsep abstrak. Penelitian menggunakan metode quasi-experiment dengan desain pretest-posttest control group. Sampel terdiri dari 39 siswa kelas V, yang terbagi menjadi kelas eksperimen (V-A) yang diajar dengan model TGT berbantuan media ular tangga dan kelas kontrol (V-B) yang diajar dengan pembelajaran konvensional. Instrumen penelitian berupa tes pilihan ganda sebanyak 10 soal. Data dianalisis menggunakan uji normalitas, homogenitas, dan uji-t. Hasil penelitian menunjukkan peningkatan rata-rata nilai lebih tinggi pada kelas eksperimen (pretest 45,26 menjadi posttest 83,68) dibandingkan kelas kontrol (pretest 49,50 menjadi posttest 72,50). Hasil uji hipotesis ($t\text{-hitung} = 2,372 > t\text{-tabel} = 2,026$) menunjukkan adanya pengaruh yang signifikan. Simpulan penelitian ini adalah model pembelajaran Cooperative Learning tipe Teams Games Tournament (TGT) berbantuan media ular tangga berpengaruh positif dan signifikan terhadap peningkatan hasil belajar IPA siswa kelas V pada materi Permukaan Bumi.

Kata Kunci : Teams Games Tournament (TGT), Pembelajaran Kooperatif, Kuasi-Eksperimen

***THE EFFECT OF THE COOPERATIVE LEARNING MODEL
OF TEAMS GAMES TOURNAMENT (TGT) TYPE ASSISTED
BY SNAKE AND LADDER MEDIA ON SCIENCE
LEARNING OUTCOMES FOR FIFTH-GRADE
STUDENTS AT UPT SDN 067776 MEDAN
JOHOR FOR THE 2025/2026 ACADEMIC
YEAR***

ABSTRACT

This study aims to identify the effect of applying the Cooperative Learning model of the Teams Games Tournament (TGT) type assisted by snake and ladder media on the science learning outcomes of fifth-grade elementary school students. The research background is the low science learning outcomes on Earth's Surface material at UPT SDN 067776 Medan Johor, suspected to be caused by conventional teaching methods that are less engaging and a lack of media to visualize abstract concepts. The study used a quasi-experimental method with a pretest-posttest control group design. The sample consisted of 39 fifth-grade students, divided into an experimental class (V-A) taught using the TGT model with snake and ladder media and a control class (V-B) taught using conventional methods. The research instrument was a 10-item multiple-choice test. Data were analyzed using normality, homogeneity, and t-tests. The results showed a higher average score increase in the experimental class (pretest 45.26 to posttest 83.68) compared to the control class (pretest 49.50 to posttest 72.50). The hypothesis test result ($t\text{-count} = 2.372 > t\text{-table} = 2.026$) indicated a significant effect. The conclusion of this study is that the Cooperative Learning model of the Teams Games Tournament (TGT) type assisted by snake and ladder media has a positive and significant effect on improving the science learning outcomes of fifth-grade students on Earth's Surface material.

Keywords : Teams Games Tournament (TGT), Cooperative Learning, Quasi-Experiment