

**PENGARUH MODEL PEMBELAJARAN TEAMS GAMES TOURNAMENT  
(TGT) DENGAN MENGGUNAKAN MEDIA PEMBELAJARAN  
MONOPOLI TERHADAP HASIL BELAJAR SISWA MATA  
PELAJARAN IPAS KELAS IV SD IT AL-FAKHRI  
SEI MENCIRIM T.A 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran Teams Games Tournament (TGT) berbantuan media pembelajaran monopoli terhadap hasil belajar siswa pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) materi Bentang Alam Daerahku di kelas IV SD IT AL-Fakhri Sei Mencirim Tahun Ajaran 2025/2026. Latar belakang penelitian ini didasarkan pada rendahnya hasil belajar siswa yang disebabkan oleh proses pembelajaran yang masih berpusat pada guru, kurangnya variasi model pembelajaran, serta minimnya penggunaan media pembelajaran yang menarik dan sesuai dengan karakteristik siswa sekolah dasar. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian quasi eksperimen dan desain pretest-posttest control group design. Populasi penelitian adalah seluruh siswa kelas IV SD IT AL-Fakhri Sei Mencirim yang berjumlah 60 siswa, dengan sampel penelitian menggunakan teknik sampling jenuh yang terdiri dari kelas eksperimen dan kelas kontrol. Kelas eksperimen diberikan perlakuan menggunakan model pembelajaran TGT berbantuan media monopoli, sedangkan kelas kontrol menggunakan pembelajaran tanpa media monopoli. Teknik pengumpulan data dilakukan melalui tes hasil belajar berupa pretest dan posttest, kemudian dianalisis menggunakan uji statistik. Hasil penelitian menunjukkan bahwa terdapat perbedaan yang signifikan pada hasil belajar siswa antara kelas eksperimen dan kelas kontrol. Dengan demikian, dapat disimpulkan bahwa penerapan model pembelajaran Teams Games Tournament (TGT) berbantuan media monopoli berpengaruh positif dan signifikan terhadap hasil belajar IPAS siswa kelas IV SD IT AL-Fakhri Sei Mencirim.

***Kata kunci: Teams Games Tournament (TGT), media monopoli, hasil belajar IPAS***

***THE INFLUENCE OF THE TEAMS GAMES TOURNAMENT (TGT)  
LEARNING MODEL USING MONOPOLY LEARNING MEDIA  
ON THE LEARNING OUTCOMES OF STUDENTS IN  
THE SCIENCE SUBJECT OF GRADE IV OF  
SD IT AL-FAKHRI SEI MENCIRIM IN THE  
2025/2026 ACADEMIC YEAR.***

***ABSTRACT***

*This study aims to determine the effect of the Teams Games Tournament (TGT) learning model assisted by monopoly learning media on students' learning outcomes in the subject of Natural and Social Sciences (IPAS) on the topic of Local Landforms for fourth-grade students at SD IT AL-Fakhri Sei Mencirim in the 2025/2026 academic year. The background of this study is based on the low student learning outcomes caused by teacher-centered learning processes, limited variation in learning models, and the lack of attractive learning media appropriate to elementary school students' characteristics. This research employed a quantitative approach with a quasi-experimental method using a pretest-posttest control group design. The population consisted of all fourth-grade students of SD IT AL-Fakhri Sei Mencirim, totaling 60 students, with the sample selected using a saturated sampling technique divided into an experimental class and a control class. The experimental class was taught using the TGT learning model assisted by monopoly media, while the control class was taught without the monopoly media. Data were collected through learning outcome tests in the form of pretests and posttests and analyzed using statistical tests. The results showed a significant difference in learning outcomes between the experimental and control classes. Therefore, it can be concluded that the implementation of the Teams Games Tournament (TGT) learning model assisted by monopoly media has a positive and significant effect on students' IPAS learning outcomes.*

***Keywords: Teams Games Tournament (TGT), monopoly media, IPAS learning outcomes***