

**PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT (TGT)* TERHADAP HASIL BELAJAR SISWA PADA MATA PELAJARAN PKN KELAS IV
DI UPT SD NEGERI 104181 SUNGGAL
KANAN TAHUN AJARAN
2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* terhadap hasil belajar siswa sekolah dasar. Model pembelajaran *Teams Games Tournament (TGT)* menggabungkan aktivitas belajar kelompok dengan elemen kompetisi dalam bentuk turnamen, yang dirancang untuk meningkatkan partisipasi dan motivasi siswa dalam memahami materi pembelajaran. Penelitian ini menggunakan metode quasi eksperimen desain pre-test dan post-test, yaitu kelompok eksperimen yang menggunakan model pembelajaran *Teams Games Tournament (TGT)* dan kelompok kontrol yang menggunakan metode konvensional. Sampel penelitian berjumlah 50 terdiri dari siswa kelas IV SD Negeri 104181 Sunggal Kanan Tahun Ajaran 2025/2026. Instrument yang digunakan berupa tes essay sebanyak 10 soal yang di berikan pada saat pretes dan postest. Hasil penelitian menunjukkan bahwa nilai rata-rata pretest sebesar 55,8 dan meningkat menjadi 90,52 pada nilai rata-rata postest. Hal ini dibuktikan dengan hasil uji t yang menunjukkan bahwa nilai t hitung = 21,91 lebih besar daripada nilai t tabel = 2,010 pada taraf signifikansi 0,05, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian dapat di simpulkan bahwa terdapat pengaruh yang signifikan penggunaan model pembelajaran *Teams Games Tournament (TGT)* terhadap hasil belajar siswa pada mata pelajaran PKN materi Hak dan Kewajiban di kelas IV UPT SD Negeri 104181 Sunggal Kanan Tahun Ajaran 2025/2026.

Kata kunci: *Teams Games Tournament*, PKN, model pembelajaran kooperatif,

**The Effect of the *Teams Games Tournament (TGT)* Learning Model
on Students' Learning Outcomes in Civics Education for
Fourth Grade Students at UPT SD Negeri
104181 Sunggal Kanan in the
Academic Year
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ABSTRACT

This study aims to determine the effect of the Cooperative Learning Model of the *Teams Games Tournament (TGT)* type on the learning outcomes of elementary school students. The *Teams Games Tournament (TGT)* learning model integrates group learning activities with competitive elements in the form of tournaments, designed to enhance students' participation and motivation in understanding the learning material. This research employed a quasi-experimental method with a pre-test and post-test design, consisting of an experimental group that applied the *Teams Games Tournament (TGT)* learning model and a control group that used conventional teaching methods. The research sample consisted of 50 fourth-grade students of SD Negeri 104181 Sunggal Kanan in the 2025/2026 academic year. The instrument used was an essay test comprising 10 questions administered during both the pre-test and post-test.

The results showed that the average pre-test score was 55.8 and increased to 90.52 in the post-test. This finding was supported by the results of the t-test, which indicated that the calculated t-value ($t_{\text{count}} = 21.91$) was greater than the t-table value ($t_{\text{table}} = 2.010$) at a significance level of 0.05. Therefore, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_1) was accepted. It can be concluded that there is a significant effect of the *Teams Games Tournament (TGT)* learning model on students' learning outcomes in Civics Education (PKn) on the topic of Rights and Obligations in Grade IV at UPT SD Negeri 104181 Sunggal Kanan in the 2025/2026 academic year.

Keywords: Teams Games Tournament, Civics Education, cooperative learning