

**PENGARUH MODEL PEMBELAJARAN KOPERATIF TIPE TEAMS  
GAME TOURNAMENT (TGT) BERBANTUAN MEDIA PAPAN  
SAKU TERHADAP HASIL BELAJAR PKN SISWA DI  
KELAS IV UPT SDN 060972 MEDAN  
TUNTUNGAN TP 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media papan saku terhadap hasil belajar Pendidikan Pancasila dan Kewarganegaraan (PPKn) siswa kelas IV UPT SDN 060972 Medan Tuntungan Tahun Pelajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian eksperimen semu (*quasi experimental design*) dengan desain *pretest–posttest control group*. Populasi dalam penelitian ini adalah seluruh siswa kelas IV yang berjumlah 55 siswa, dengan kelas IV A sebagai kelas kontrol dan kelas IV B sebagai kelas eksperimen. Teknik pengambilan sampel menggunakan *sampling jenuh*. Pengumpulan data dilakukan menggunakan tes hasil belajar dalam bentuk soal uraian. Teknik analisis data yang digunakan meliputi uji normalitas, uji homogenitas, dan uji hipotesis menggunakan uji-t (*independent sample t-test*). Hasil analisis data menunjukkan bahwa nilai rata-rata hasil belajar siswa pada kelas eksperimen sebesar 81,76, sedangkan nilai rata-rata hasil belajar siswa pada kelas kontrol sebesar 63,95. Hasil uji hipotesis menunjukkan bahwa nilai thitung lebih besar daripada ttabel pada taraf signifikansi 0,05, sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh yang signifikan penggunaan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media papan saku terhadap hasil belajar PPKn siswa kelas IV UPT SDN 060972 Medan Tuntungan.

**Kata kunci:** Teams Games Tournament (TGT), media papan saku, hasil belajar, PPKn.

**THE EFFECT OF THE COOPERATIVE LEARNING MODEL TEAMS  
GAMES TOURNAMENT (TGT) ASSISTED BY POCKET BOARD  
MEDIA ON CIVICS LEARNING OUTCOMES OF FOURTH-  
GRADE STUDENTS AT UPT SDN 060972 MEDAN  
TUNTUNGAN ACADEMIC YEAR 2025/2026**

**ABSTRACT**

*This study aims to determine the effect of the implementation of the cooperative learning model Teams Games Tournament (TGT) assisted by pocket board media on the Civics (PPKn) learning outcomes of fourth-grade students at UPT SDN 060972 Medan Tuntungan in the 2025/2026 academic year. This research employed a quantitative approach with a quasi-experimental research design using a pretest–posttest control group design. The population of this study consisted of all fourth-grade students totaling 55 students, with class IV A as the control class and class IV B as the experimental class. The sampling technique used was saturated sampling.*

*Data were collected using a learning outcome test in the form of essay questions. The data analysis techniques included normality testing, homogeneity testing, and hypothesis testing using the independent sample t-test. The results of data analysis showed that the average student learning outcome score in the experimental class was 81.76, while the average student learning outcome score in the control class was 63.95.*

*The results of hypothesis testing showed that the t-count value was higher than the t-table value at a significance level of 0.05, so  $H_0$  was rejected and  $H_1$  was accepted. Therefore, it can be concluded that there is a significant effect of the cooperative learning model Teams Games Tournament (TGT) assisted by pocket board media on the Civics learning outcomes of fourth-grade students at UPT SDN 060972 Medan Tuntungan.*

**Keywords:** *Teams Games Tournament (TGT), pocket board media, learning outcomes, Civics*