# ABSTRAK

**Pramudita, Intan Dwi**. 2024*. Efektivitas Model TPS Berbanuan Game Pesan Berantai Untuk Meningkatkan Keterampilan Komunikasi Siswa Kelas IV SDN Waru 01*. Program Studi Pendidikan Guru Sekolah Dasar

# Kata Kunci : Keterampilan Komunikasi, Pesan Berantai, TPS

Permasalahan pada penelitian ini terkait rendahnya keterampilan komunikasi siswa kelas IV, oleh karena itu penelitian ini bertujuan untuk mengetahui *efektivitas dan peningkatan model pembelajaran TPS berbantuan game pesan berantai terhadap keterampilan komunikasi siswa kelas IV SDN Waru 01*. Metode penelitian yang digunakan menggunakan pendekatan kuantitatif eksperimen dengan desain *quasi eskperimen* dengan jenis rancangan *pretest* dan *posttest*. Populasi dalam penelitian ini adalah siswa kelas IV SDN Waru 01. Sampel yang digunakan yaitu siswa kelas IV SDN Waru 01. Teknik pengambilan sampel dalam penelitian ini adalah non probability sampling dengan menggunakan sampel jenuh. Pengumpulan data keterampilan komunikasi dengan menggunakan lembar observasi dan lembar soal *pretest- posttes*. Analisis data menggunakan *paired sample t test* dan uji N-Gain. Hasil uji *paired sample t test* menunjukan nilai sig. sebesar 0,00 < 0,05 sehingga H0 ditolak dan H1 diterima. Artinya, penerapan model pembelajaran TPS (*Think Pair Share*) berbantuan *game* pesan berantai dapat meningkatkan keterampilan komunikasi siswa kelas IV SDN Waru 01. Hasil uji N gain pada penelitian ini menunjukan nilai *mean* sebesar 0,8022 dimana nilai tersebut > 0,7 dengan kategori efektivitas tinggi

***ABSTRACT***

**Pramudita, Intan Dwi**. 2024. *The Effectiveness of the TPS Model Asisted by Chain Message Games in Improving Comunication Skills of Fourth Grade Students of Waru 01 state elementary school*. Elementary School Teacher Education Program.

# Keywords: Communication Skills, Chain Messages, TPS

The problem in this research was related to the low communication skills of Fourth-grade students. Therefore, this study aimed to determine the efectiveness and improvement of the Think Pair Share learning model asisted by chain massage game on the communication skills of fourth-grade students of Waru 01 state elementary school. The research methode employed a quantitative exsperimental approach with a quasi-eksperimental design using a pretest and posttest design. Data on communication skills were collected using observation sheet pretest-posttest questionnaires. The population in this study was the fourth-grade students of Waru 01 state elementary school. The sample used consisted of the fourth-grade students of Waru 01 state elementary school. The sampling technique used in this study was nonprobability sampling with a saturated sample. Data analysis was conducted using the N-gain test and paired sampel t-test. The paired sampel t-test result showed a significance value of 0,00

< 0,0, leading to the rejection of H0 and acceptance of H1. This meant that the application of the think pair share learning model assisted by chain massage games could improve the communication skills of fourth-grade students of Waru 01 state elementary school. The result of the N-gain test in this study showed a mean value of 0,8022, which was > 0,7, indicating a high level of effectiveness