

ABSTRAK

Juremi, Nabilah Sukma. 2024. *Efektivitas Model Pembelajaran Teams Games Tournament Berbantuan Media Game Baamboozle untuk Meningkatkan Motivasi Belajar Kelas V SD Islam Ta'allumul Huda Bumiayu*, Program Studi Pendidikan Guru Sekolah Dasar, Universitas Peradaban. Dosen Pembimbing: Diyah Ayu Retnoningsih, M.Pd.

Kata Kunci: Model Pembelajaran *Teams Games Tournament*, *Game Baamboozle*, Motivasi Belajar

Penelitian ini dilakukan di kelas V SD Islam Ta'allumul Huda Bumiayu. Yang menjadi masalah dalam penelitian ini adalah penggunaan model pembelajaran yang kurang bervariasi dalam proses pembelajaran matematika, masih jarang nya penggunaan media ajar dalam proses pembelajaran matematika, dan motivasi belajar siswa masih rendah. Penelitian ini bertujuan untuk mengetahui apakah model pembelajaran *Teams Games Tournament* berbantuan media *game Baamboozle* efektif untuk meningkatkan motivasi belajar kelas V SD Islam Ta'allumul Huda Bumiayu. Populasi pada penelitian ini yaitu seluruh siswa kelas V SD Islam Ta'allumul Huda Bumiayu, sedangkan sampel dalam penelitian ini menggunakan sampel total yaitu seluruh siswa kelas V SD Islam Ta'allumul Huda Bumiayu. Penelitian ini menggunakan pendekatan kuantitatif dengan desain penelitian *pre-experimental* dan dengan jenis *One-Group Pretest-Posttest Design*. Teknik pengambilan data pada penelitian ini menggunakan observasi, wawancara, angket, dan dokumentasi. Teknik analisis data yang digunakan yaitu menggunakan *Paired Sample t-Test* dan N-Gain. Hasil uji hipotesis dengan menggunakan *Paired Sample t-Test* diperoleh nilai sig. $<0,001 < 0,05$, maka H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan rata-rata secara signifikan antara hasil *pretest* dan *posttest* pada kelompok eksperimen. Hasil *pretest* diperoleh rata-rata sebesar 51,53% dan untuk rata-rata *posttest* sebesar 85,77%. Sedangkan untuk hasil uji hipotesis dengan menggunakan N-Gain diperoleh nilai N-Gain skor sebesar 0,71 yang termasuk kedalam kategori tinggi dan untuk nilai N-Gain persen sebesar 71,68% yang termasuk kedalam kategori cukup efektif. Dari data tersebut dapat dilihat bahwa model pembelajaran *Teams Games Tournament* berbantuan media *game Baamboozle* cukup efektif untuk meningkatkan motivasi belajar kelas V SD Islam Ta'allumul Huda Bumiayu.

ABSTRACT

Juremi, Nabilah Sukma. 2024. *Effectiveness of the Teams Games Tournament Learning Model Assisted by the Baamboozle Game Media to Increase Learning Motivation for Class V of Ta'allumul Huda Bumiayu Islamic Elementary School, Elementary School Teacher Education Study Program, Peradaban University.* Supervisor: Diyah Ayu Retnoningsih, M.Pd.

Keywords: Teams Games Tournament Learning Model, Baamboozle Game, Learning Motivation

This research was conducted in class V of Ta'allumul Huda Islamic Elementary School, Bumiayu. The problem in this research is the use of less varied learning models in the mathematics learning process, the use of teaching media in the mathematics learning process is still rare, and students' learning motivation is still low. This research aims to find out whether the Teams Games Tournament learning model assisted by the Baamboozle game media is effective in increasing learning motivation for class V of Ta'allumul Huda Bumiayu Islamic Elementary School. The population in this study was all fifth grade students at Ta'allumul Huda Bumiayu Islamic Elementary School, while the sample in this study used a total sample, namely all fifth grade students at Ta'allumul Huda Bumiayu Islamic Elementary School. This research uses a quantitative approach with a pre-experimental research design and a One-Group Pretest-Posttest Design type. Data collection techniques in this research used observation, interviews, questionnaires and documentation. The data analysis technique used is Paired Sample t-Test and N-Gain. The results of hypothesis testing using Paired Sample t-Test obtained a sig value. $<0.001 <0.05$, then H_0 is rejected and H_1 is accepted, which means there is a significant average difference between the pretest and posttest results in the experimental group. The pretest results obtained were an average of 51.53% and a posttest average of 85.77%. Meanwhile, for the results of hypothesis testing using N-Gain, the N-Gain score was 0.71, which was included in the high category, and the N-Gain percent value was 71.68%, which was included in the quite effective category. From these data it can be seen that the Teams Games Tournament learning model assisted by the Baamboozle game media is quite effective in increasing learning motivation for class V of Ta'allumul Huda Bumiayu Islamic Elementary School.