

ABSTRAK

PEMBELAJARAN PERKALIAN DAN PEMBAGIAN DENGAN MODEL *TEAMS GAMES TOURNAMENT* BERBANTUAN MEDIA KERANJANG BIJI-BIJIAN TERHADAP HASIL BELAJAR SISWA KELAS II SEKOLAH DASAR NEGERI 195 ISOLA

Oleh

RESTI SARIFAH NINGSIH

18060603

Penelitian ini dilatarbelakangi oleh siswa yang kurang tertarik belajar perkalian dan pembagian karena menganggap sulit dipahami, serta tidak menyenangkan, sehingga menyebabkan hasil belajar tidak memuaskan. Tujuan penelitian ini ingin mengetahui skenario dan implementasi pembelajaran perkalian dan pembagian dengan model *Teams Games Tournament* (TGT) berbantuan media keranjang biji-bijian, respon siswa terhadap pembelajaran, kesulitan yang dialami siswa saat mengikuti proses pembelajaran, serta kendala yang dihadapi guru pada saat mengimplementasikan. Metode penelitian yang digunakan deskriptif kualitatif, dengan subjek penelitian siswa kelas II Sekolah Dasar Negeri 195 Isola Kota Bandung berjumlah 26 siswa, terdiri dari 13 siswa laki-laki dan 13 siswa perempuan. Pengumpulan data menggunakan pedoman wawancara, dokumentasi, observasi, soal tes, dan angket. Analisis data dilakukan dengan membandingkan skor atau nilai siswa dengan KKM yang telah ditentukan oleh sekolah. Hasil penelitian menunjukkan bahwa skenario dan implementasi pembelajaran sangat baik, respon siswa terhadap pembelajaran sangat senang. Kesimpulan dari penelitian ini bahwa model pembelajaran *Teams Games Tournament* (TGT) berbantuan media keranjang biji-bijian dapat meningkatkan hasil belajar siswa.

Kata Kunci: Model Pembelajaran *Teams Games Tournament* (TGT), Hasil Belajar Siswa

ABSTRACT

MULTIPLICATION AND SHARING LEARNING USING TEAMS GAMES TOURNAMENT MODEL ASSISTED BY SEEDS BASIN ON LEARNING OUTCOMES OF CLASS II ISOLA 195 PUBLIC ELEMENTARY SCHOOL

By

RESTI SARIFAH NINGSIH

18060603

This research is motivated by students who are less interested in learning multiplication and division because they think it is difficult to understand, and not fun, so that it causes unsatisfactory learning outcomes. The purpose of this study was to determine the scenario and implementation of multiplication and division learning with the Teams Games Tournament (TGT) model assisted by grain basket media, student responses to learning, difficulties experienced by students while participating in the learning process, as well as obstacles faced by teachers when implementing them. The research method used is descriptive qualitative, with the research subjects of class II Elementary School 195 Isola Bandung City totaling 26 students, consisting of 13 male students and 13 female students. Collecting data using interview guidelines, documentation, observation, test questions, and questionnaires. Data analysis was carried out by comparing the scores or grades of students with the KKM determined by the school. The results showed that the scenario and implementation of learning was very good, the students' response to learning was very happy. The conclusion from this study is that the Teams Games Tournament (TGT) learning model assisted by grain basket media can improve student learning outcomes.

Keywords: Teams Games Tournament (TGT) Learning Model, Student Learning Outcomes