

## ABSTRAK

Ika Pratiwi. 2024. Pengaruh Model Pembelajaran *Cooperative* Tipe TGT Berbantuan Media *Snake and Ladder Game* Terhadap Hasil Belajar IPAS Kelas IV. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Ivayuni Listiani, M.Pd., Pembimbing (II) Rissa Prima Kurniawati, M.Pd.

Pembelajaran di SDN 01 Winongo masih berpusat pada pendidik. Peserta didik hanya mendengarkan penjelasan materi dari pendidik. Akibatnya pemahaman peserta didik kurang sehingga berdampak pada hasil belajar peserta didik yang kurang. Penelitian ini bertujuan untuk mengetahui apakah model pembelajaran *Cooperative* tipe TGT berbantuan media *Snake And Ladder Game* berpengaruh terhadap hasil belajar IPAS kelas IV. Pada penelitian ini lokasi yang digunakan untuk penelitian yaitu SDN 01 Winongo Kec. Manguharjo Kota Madiun. Penelitian ini dilaksanakan pada bulan februari samapai dengan bulan juli 2024. Pada penelitian ini desain yang digunakan adalah *True Eksperimental Design*. Metode yang digunakan dalam penelitian adalah metode eksperimen. Sampel yang diambil dalam penelitian ini yaitu siswa kelas IV B SDN 01 Winongo dengan jumlah peserta didik sebanyak 20 sebagai kelas kontrol dan menggunakan model pembelajaran *Cooperative* Tipe TGT berbantuan media *snake and ladder game* pada siswa kelas IV A sebanyak 20 peserta didik sebagai kelas eksperimen. Berdasarkan hasil penelitian dapat disimpulkan bahwa terdapat pengaruh antara penggunaan model pembelajaran *cooperative* tipe TGT berbantuan media *snake and ladder game* dibandingkan dengan metode ceramah terhadap hasil belajar IPAS kelas IV. Data penelitian diperoleh melalui pemberian posttest berupa soal pilihan ganda serta menggunakan analisis uji t dengan memperoleh nilai  $t_{hitung}$  (4,865)  $t_{tabel}$  (2,0) apabila dibandingkan  $4,865 > 2,0$  maka dapat disimpulkan bahwa  $H_0$  ditolak dan  $H_1$  diterima, terdapat pengaruh model pembelajaran *cooperative* tipe TGT berbantuan media *snake and ladder game* terhadap hasil belajar IPAS.

Kata Kunci : *Cooperative* Tipe TGT; IPAS; Sekolah Dasar; Snake and Ladder Game.

## ABSTRACT

Ika Pratiwi. 2024. The Effect of the TGT Type Cooperative Learning Model Assisted by Snake and Ladder Game Media on the Learning Outcomes of Class IV Social Science Studies. Thesis. Elementary School Teacher Education Study Program, FKIP, PGRI Madiun University. Supervisor (I) Dr. Ivayuni Listiani, M.Pd., Supervisor (II) Rissa Prima Kurniawati, M.Pd.

Learning at SDN 01 Winongo is still centered on educators. Students only listen to the explanation of the material from the educator. As a result, students' understanding is lacking, which has an impact on students' learning outcomes. This study aims to find out whether the TGT type Cooperative learning model assisted by Snake And Ladder Game media has an effect on the learning outcomes of class IV social sciences. In this study, the location used for the research is SDN 01 Winongo, Manguharjo District, Madiun City. This research was carried out in February and July 2024. In this study, the design used is True Experimental Design. The method used in the research is an experimental method. The sample taken in this study was grade IV B SDN 01 Winongo students with a total of 20 students as a control class and using the TGT Type Cooperative learning model assisted by snake and ladder game media on grade IV A students as many as 20 students as an experimental class. Based on the results of the study, it can be concluded that there is an influence between the use of the TGT-type cooperative learning model assisted by snake and ladder game media compared to the lecture method on the learning outcomes of class IV social sciences. The research data was obtained through the provision of posttest in the form of multiple-choice questions and using t-test analysis by obtaining the tcount value (4.865) ttable (2.0) when compared to  $4.865 > 2.0$ , it can be concluded that  $H_0$  is rejected and  $H_1$  is accepted, there is an influence of the TGT-type cooperative learning model assisted by snake and ladder game media on the learning outcomes of IPAS.

Keywords: Cooperative Type TGT; IPA; Primary school; Snake and Ladder Game.