ABSTRAK

Rossy Qoimatul Fadlila. 2024. Keefektifan Model Pembelajaran *Teams Game Tournament* Berbantuan Media Teka-Teki Silang Terhadap Keaktifan Belajar Siswa Pada Pembelajaran IPA Siswa Kelas V MIN 6 Magetan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Fauzatul Ma'rufah Rohmanurmeta, M.Pd. , (II) Dr. Heny Kusuma Widyaningrum, M.Pd.

Penelitian ini bertujuan untuk mengetahui keefektifan model pembelajaran *Teams Game Tournament* terhadap keaktifan belajar pada pembelajaran IPA siswa kelas V MIN 6 Magetan. Responden dari penelitian ini berjumlah 51 siswa. Kelas eksperimen berjumlah 27 siswa, sedangkan kelas kontrol berjumlah 26 siswa. Data dikumpulkan menggunakan lembar observasi dan kuesioner (angket) dan dianalisis dengan menggunakan rumus uji Liliefors dan uji Bartlett menggunakan excel. Hasil penelitian menunjukkan bahwa pada kelas eksperimen keaktifan belajar pada peserta didik kelas V yang diajarkan menggunakan model pembelajaran *Teams Game Tournament* berbantuan media teka-teki silang sebesar 68.78, sedangkan keaktifan belajar yang menggunakan model konvensional dengan media gambar memperoleh nilai rata-rata sebesar 65.08. Model pembelajaran *Teams Game Tournament* berbantuan media teka-teki silang efektif terhadap keaktifan belajar IPA pada kelas V MIN 6 Magetan dengan materi sistem pencernaan manusia. Hal ini berdasarkan data dengan menggunakan uji-t diperoleh nilai t_{hitung}= 1.945 dengan $t_{tabel} = 1,675$ untuk keaktifan belajar siswa. Karena terlihat bahwa $t_{hitung} > t_{tabel}$ artinya H_0 ditolak sehingga H_1 diterima, disimpulkan bahwa siswa yang memperoleh model pembelajaran *Teams Game Tournament* (TGT) berbantuan media teka teki silang lebih efektif daripada siswa yang memperoleh model pembelajaran konvensional dengan media gambar, terhadap keaktifan belajar siswa pada pembelajaran IPA.

Kata Kunci: TGT, keaktifan belajar, teka-teki silang

ABSTRACT

Rossy Qoimatul Fadlila. 2024. The Effectiveness of *Teams Game Tournament* Learning Model Assisted by Crossword Media on Student Learning Activity in Science Learning for Grade V Students of MIN 6 Magetan. Thesis. Elementary School Teacher Education Study Program, FKIP, Universitas PGRI Madiun. Advisor (I) Fauzatul Ma'rufah Rohmanurmeta, M.Pd. , (II) Dr. Heny Kusuma Widyaningrum, M.Pd.

This study aims to determine the effectiveness of the Teams Game Tournament learning model on learning activeness in science learning for grade V students of MIN 6 Magetan. Respondents of this study totaled 51 students. The experimental class had 27 students, while the control class had 26 students. Data were collected using observation sheets and questionnaires (questionnaires) and analyzed using the Liliefors test formula and Barlett test using excel. The results showed that in the experimental class, the learning activeness of fifth grade students taught using the *Teams Game Tournament* learning model assisted by crossword puzzle media amounted to 68.78, while the learning activeness using the conventional model with picture media obtained an average value of 65.08. Teams Game Tournament learning model assisted by crossword puzzle media is effective on science learning activeness in class V MIN 6 Magetan with the material of the human digestive system. This is based on data using the t-test obtained $t\_hitung = 1.945$ with $t\_table = 1.675$ for student learning activeness. Because it can be seen that $t\_hitung > t\_tabel$ means H_0 is rejected so that H_1 is accepted, it is concluded that students who get the *Teams Game Tournament* (TGT) learning model assisted by crossword media are more effective than students who get conventional learning models with picture media, on student learning activeness in science learning.

Keywords: TGT, learning activeness, crossword puzzle