

ABSTRAK

Tati Maimona. 2026. *Penerapan Model Pembelajaran Team Games Tournament (TGT) Berbantuan Crossword Puzzle Untuk Meningkatkan Penguasaan Kosakata Bahasa Indonesia Siswa Kelas II SDN Bandarkedungmulyo 2 Kabupaten Jombang.* Program Magister Pendidikan Bahasa Dan Sastra Indonesia, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Dr. Supri Wahyudi Utomo., M.Pd.; (II) Dr. Panji Kuncoro Hadi, SS.M.Pd.

Kata Kunci: *Team Games Tournament (TGT), Crossword Puzzle, Penguasaan Kosakata, Bahasa Indonesia.*

Penguasaan kosakata merupakan kemampuan penting yang harus dimiliki siswa dalam pembelajaran Bahasa Indonesia. Berdasarkan hasil observasi awal di kelas II SD Negeri Bandarkedungmulyo 2 Kabupaten Jombang, ditemukan bahwa penguasaan kosakata siswa masih rendah. Oleh karena itu, diperlukan model pembelajaran yang dapat meningkatkan keaktifan dan hasil belajar siswa. Penelitian ini bertujuan untuk meningkatkan penguasaan kosakata Bahasa Indonesia melalui penerapan model *Team Games Tournament (TGT)* berbantuan *Crossword Puzzle*. Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) model Kemmis dan McTaggart yang dilaksanakan dalam dua siklus, yaitu perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian adalah 19 siswa kelas II SD Negeri Bandarkedungmulyo 2. Teknik pengumpulan data meliputi observasi, tes, dan dokumentasi. Data dianalisis secara kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa penerapan model *Team Games Tournament (TGT)* berbantuan *Crossword Puzzle* dapat meningkatkan aktivitas siswa, aktivitas guru, dan penguasaan kosakata Bahasa Indonesia siswa. Peningkatan terlihat dari hasil belajar siswa yang semakin baik pada setiap siklus hingga mencapai ketuntasan belajar secara klasikal. Dengan demikian, penerapan model *Team Games Tournament (TGT)* berbantuan *Crossword Puzzle* efektif untuk meningkatkan penguasaan kosakata Bahasa Indonesia siswa kelas II SD Negeri Bandarkedungmulyo 2 Kabupaten Jombang.

ABSTRACT

Tati Maimona. 2026. *The Implementation of the Team Games Tournament (TGT) Learning Model Assisted by Crossword Puzzle to Improve Indonesian Vocabulary Mastery of Second Grade Students at SDN Bandarkedungmulyo 2, Jombang Regency.* Master's Program in Indonesian Language and Literature Education, Graduate School, Universitas PGRI Madiun. Advisor I: Dr. Supri Wahyudi Utomo, M.Pd.; Advisor II: Dr. Panji Kuncoro Hadi, S.S., M.Pd.

Keywords: *Team Games Tournament (TGT), Crossword Puzzle, Vocabulary Mastery, Indonesian Language.*

Vocabulary mastery is an important skill that students must possess in learning the Indonesian language. Based on preliminary observations conducted in Grade II of SDN Bandarkedungmulyo 2, Jombang Regency, it was found that students' vocabulary mastery was still low. Therefore, an appropriate learning model was needed to improve students' participation and learning outcomes. This study aimed to improve students' Indonesian vocabulary mastery through the implementation of the *Team Games Tournament* (TGT) learning model assisted by *Crossword Puzzle* media. This study employed Classroom Action Research (CAR) using the Kemmis and McTaggart model, which was conducted in two cycles consisting of planning, action, observation, and reflection stages. The research subjects were 19 second-grade students of SDN Bandarkedungmulyo 2. Data were collected through observation, tests, and documentation. The data were analyzed using both quantitative and qualitative techniques. The results of the study showed that the implementation of the *Team Games Tournament* (TGT) learning model assisted by *Crossword Puzzle* media was able to improve student learning activities, teacher performance, and students' Indonesian vocabulary mastery. The improvement was indicated by the increasing student learning outcomes in each cycle until classical learning mastery was achieved. Therefore, it can be concluded that the implementation of the *Team Games Tournament* (TGT) learning model assisted by *Crossword Puzzle* media is effective in improving Indonesian vocabulary mastery of second-grade students at SDN Bandarkedungmulyo 2, Jombang Regency.