ABSTRAK

Wardhana, Anggriawan Eka. 2026. *Pengaruh Model Pembelajaran Team Games Tournament (TGT) terhadap Motivasi dan Hasil Belajar IPAS pada Siswa Kelas V di SDN 4 Wonokerto*. Tesis. Madiun: Program Studi Magister Pendidikan Dasar, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing: (I) Prof. Dr. Drs. Muh. Hanif, M.M., M.Pd., (II) Dr. Ibadullah Malawi, M.Pd.

Kata Kunci: *Team Games Tournament* (TGT), Motivasi Belajar, Hasil Belajar, IPAS, Sekolah Dasar.

Penelitian ini bertujuan untuk menganalisis pengaruh model *Team Games Tournament* (TGT) terhadap motivasi dan hasil belajar IPAS siswa kelas V SDN 4 Wonokerto. Permasalahan utama yang melatarbelakangi penelitian ini meliputi rendahnya keterlibatan aktif siswa, pembelajaran yang monoton, kurangnya motivasi, serta banyaknya capaian hasil belajar IPAS di bawah KKM 75. Subjek penelitian berjumlah 18 siswa kelas V yang ditentukan menggunakan teknik total sampling. Pengumpulan data dilakukan melalui angket motivasi belajar dan tes hasil belajar berbentuk pilihan ganda (*pre-test* dan *post-test*). Data dianalisis secara inferensial menggunakan *One-Sample t-Test* dan *Paired Samples t-Test* dengan bantuan SPSS. Hasil penelitian menunjukkan: (1) Model TGT berpengaruh signifikan terhadap motivasi belajar siswa (t hitung = 48,426; *p value* =0,000 < 0,05) dan lebih unggul dibandingkan kelas kontrol t hitung = 39,193; (2) Model TGT berpengaruh signifikan terhadap hasil belajar IPAS dengan peningkatan rerata *post-test* mencapai 85,17 (t hitung = 97,288; *p value* = 0,000 < 0,05); (3) Terdapat perbedaan efektivitas akselerasi belajar yang signifikan, di mana peningkatan skor kelas eksperimen (*Mean Paired Differences* = -16,778; t hitung = -9,843) jauh lebih tinggi dibandingkan kelas kontrol (-9,389; t hitung = -7,001). Disimpulkan bahwa model pembelajaran TGT terbukti efektif dan signifikan dalam meningkatkan motivasi serta hasil belajar IPAS siswa kelas V sekolah dasar.

ABSTRACT

Wardhana, Anggriawan Eka. 2026. *The Effect of the Team Games Tournament (TGT) Learning Model on the Motivation and Learning Outcomes of Fifth-Grade Students at SDN 4 Wonokerto*. Thesis. Madiun: Master of Elementary Education Study Program, Graduate School, Universitas PGRI Madiun. Advisor Prof. Dr. Drs. Muh. Hanif, M.M., M.Pd., Co-Advisor Dr. Ibadullah Malawi, M.Pd.

Keywords: Team Games Tournament (TGT), Learning Motivation, Learning Outcomes, Science, Elementary School.

This study aims to analyze the effect of the Team Games Tournament (TGT) model on the motivation and learning outcomes of fifth-grade students at SDN 4 Wonokerto. The main problems underlying this study include low student engagement, monotonous learning, lack of motivation, and many students achieving science learning outcomes below the Minimum Competency (KKM) of 75. The research subjects were 18 fifth-grade students selected using a total sampling technique. Data collection was conducted through a learning motivation questionnaire and multiple-choice learning outcome test (pre-test and post-test). Data were analyzed inferentially using One-Sample t-Test and Paired Samples t-Test with the help of SPSS. The results of the study showed: (1) The TGT model had a significant effect on students' learning motivation (t count = 48.426; p value = 0.000 < 0.05) and was superior to the control class t count = 39.193; (2) The TGT model had a significant effect on science learning outcomes with an increase in the post-test average reaching 85.17 (t count = 97.288; p value = 0.000 < 0.05); (3) There is a significant difference in the effectiveness of learning acceleration, where the increase in the experimental class score (Mean Paired Differences = -16.778; t count = -9.843) is much higher than the control class (-9.389; t count = -7.001). It is concluded that the TGT learning model is proven to be effective and significant in increasing the motivation and learning outcomes of fifth grade elementary school students in science.