

ABSTRAK

Fanida Zahrotul Mufidah. 2026. Pengaruh Model Pembelajaran Kooperatif Tipe TGT Berbantuan Media DIOSILIR terhadap Hasil Belajar IPAS Siswa Kelas V SD. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, UNIVERSITAS PGRI MADIUN. Pembimbing (I) Suyanti, S.Pd., M.Pd. Pembimbing (II) Dian Nur Antika Eky Hastuti, S.Pd., M.Pd.

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar IPAS siswa kelas V SDN Kare 01 Kecamatan Kare, Kabupaten Madiun, khususnya pada materi siklus air. Pembelajaran yang masih berpusat pada guru menyebabkan siswa kurang aktif dan kurang memahami konsep pembelajaran secara optimal. Oleh karena itu, diperlukan model dan media pembelajaran yang mampu meningkatkan keaktifan serta pemahaman siswa. Penelitian ini bertujuan untuk mengetahui apakah terdapat pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media DIOSILIR terhadap hasil belajar IPAS siswa kelas V SDN Kare 01 Kecamatan Kare, Kabupaten Madiun. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian eksperimen semu (*quasi experimental design*). Sampel penelitian terdiri dari seluruh siswa kelas V SDN Kare 01 Kecamatan Kare, Kabupaten Madiun yang berjumlah 50 siswa, dengan pembagian 25 siswa kelas VA sebagai kelompok eksperimen dan 25 siswa kelas VB sebagai kelompok kontrol. Teknik pengumpulan data dilakukan melalui tes, observasi, dan dokumentasi. Teknik analisis data menggunakan uji normalitas, uji homogenitas, dan uji hipotesis berupa uji-t dengan bantuan program IBM SPSS Statistics 26. Hasil uji hipotesis menunjukkan nilai signifikansi sebesar $0,000 < 0,05$, artinya pada penelitian ini model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media DIOSILIR berpengaruh signifikan terhadap hasil belajar IPAS siswa kelas V SDN Kare 01 Kecamatan Kare, Kabupaten Madiun. Rata-rata siswa pada kelompok eksperimen memperoleh hasil belajar yang lebih tinggi dibandingkan kelompok kontrol setelah diberikan perlakuan pembelajaran menggunakan model TGT berbantuan media DIOSILIR.

Kata kunci: *Teams Games Tournament*, DIOSILIR, hasil belajar, IPAS.

ABSTRACT

Fanida Zahrotul Mufidah. 2026. The Effect of the Teams Games Tournament (TGT) Cooperative Learning Model Assisted by DIOSILIR Media on the Science Learning Outcomes of Fifth Grade Elementary School Students. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN. Advisor (I) Suyanti, S.Pd., M.Pd. Advisor (II) Dian Nur Antika Eky Hastuti, S.Pd., M.Pd.

This study was conducted in response to the relatively low science achievement of fifth-grade students at SDN Kare 01, Kare District, Madiun Regency, particularly in learning the water cycle topic. The predominance of teacher-centered instruction limited students' participation and reduced their ability to fully grasp the concepts being taught. Consequently, there was a need to implement an instructional model and learning media that could foster greater student engagement and enhance conceptual understanding. The purpose of this research was to examine the effect of the Teams Games Tournament (TGT) cooperative learning model supported by DIOSILIR media on students' science learning outcomes. Employing a quantitative approach, this study adopted a quasi-experimental design. The participants comprised 50 fifth-grade students of SDN Kare 01, with 25 students from class VA assigned to the experimental group and 25 students from class VB serving as the control group. Data was gathered through achievement tests, classroom observations, and documentation. The collected data were analyzed using normality and homogeneity tests, followed by an independent t-test conducted with IBM SPSS Statistics 26. The findings revealed a significance value of 0.000, which was lower than the 0.05 significance level, indicating that the implementation of the TGT cooperative learning model integrated with DIOSILIR media significantly influenced students' science achievement. Furthermore, the experimental group obtained a higher mean score than the control group.

Keywords: Teams Games Tournament, DIOSILIR, learning outcomes, science.