

ABSTRAK

PENGARUH MODEL KOOPERATIF TIPE TGT (*TEAMS GAMES TOURNAMENT*) BERBASIS QUIZIZZ TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA PESERTA DIDIK KELAS III SD NEGERI 1 METRO BARAT

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Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar Pendidikan Pancasila peserta didik kelas III SD Negeri 1 Metro Barat. Penelitian ini bertujuan untuk menganalisis: (1) pengaruh model pembelajaran kooperatif tipe TGT berbasis Quizizz terhadap hasil belajar Pendidikan Pancasila peserta didik kelas III SD Negeri 1 Metro Barat, serta (2) perbedaan hasil belajar antara peserta didik yang menggunakan model pembelajaran TGT (*Teams Games Tournament*) berbasis Quizizz dengan peserta didik yang belajar menggunakan model pembelajaran NHT (*Numbered Heads Together*). Penelitian ini menggunakan metode *quasi experimental design* dengan bentuk *pretest-posttest control group design*. Populasi penelitian adalah seluruh peserta didik kelas III SD Negeri 1 Metro Barat dengan jumlah 41 peserta didik. Teknik pengumpulan data dilakukan melalui tes *pretest* dan *posttest*, sedangkan analisis data menggunakan uji t untuk mengukur signifikansi perbedaan hasil belajar antar kelompok. Hasil penelitian menunjukkan bahwa: (1) terdapat pengaruh yang signifikan pada hasil belajar Pendidikan Pancasila peserta didik sebelum dan sesudah diterapkannya model TGT berbasis Quizizz, dengan nilai signifikansi (*2-tailed*) sebesar 0,000. (2) Terdapat perbedaan hasil belajar yang signifikan antara peserta didik yang belajar dengan model TGT (*Teams Games Tournament*) berbasis Quizizz dan peserta didik yang menggunakan model NHT (*Numbered Heads Together*), dengan nilai signifikansi (*2-tailed*) sebesar 0,001.

Kata kunci: hasil belajar, model pembelajaran kooperatif, pendidikan pancasila, quizizz, TGT (*Teams Games Tournament*)

ABSTRACT

THE EFFECT OF QUIZIZZ-BASED COOPERATIVE LEARNING MODEL TYPE TGT ON THE LEARNING OUTCOMES OF PANCASILA EDUCATION STUDENTS IN GRADE III AT SD NEGERI 1 METRO BARAT

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This research was motivated by the low learning outcomes in Pancasila Education among third-grade students at SD Negeri 1 Metro Barat. The research aimed to analyze: (1) the effect of the Quizizz-based cooperative learning model of the TGT (Teams Games Tournament) type on the Pancasila Education learning outcomes of third-grade students at SD Negeri 1 Metro Barat, and (2) the differences in learning outcomes between students who used the Quizizz-based TGT learning model and those who used the NHT (Numbered Heads Together) learning model. This research employed a quasi-experimental design in the form of a *pretest-posttest* control group design. The research population consisted of all third-grade students at SD Negeri 1 Metro Barat, totaling 41 students. Data collection techniques involved *pretest* and *posttest* assessments, while data analysis was conducted using a t-test to measure the significance of differences in learning outcomes between groups. The research findings indicated that: (1) there was a significant effect on students' Pancasila Education learning outcomes before and after the implementation of the Quizizz-based TGT model, with a significance value (2-tailed) of 0.000. (2) There was a significant difference in learning outcomes between students who learned using the Quizizz-based TGT model and those who used the NHT model, with a significance value (2-tailed) of 0.001.

Keywords: cooperative learning model, learning outcomes, pancasila education , quizizz, TGT (Teams Games Tournament)