

ABSTRAK

Andika Wahyu Hanusa Bhakti. 2026. Penerapan Model Pembelajaran *Team Games Tournament* Berbantuan Media *Wordwall* Untuk Meningkatkan Motivasi dan Hasil Belajar Mata Pelajaran IPAS Pada Siswa Kelas V SDN 04 Madiun Lor. Tesis. Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Dr. Ibadullah Malawi, M.Pd., (II) Dr. Sudarmiani, M.Pd.

Kata Kunci : *Team Games Tournament, Wordwall, Motivasi Belajar, Hasil Belajar IPAS*

Penelitian ini bertujuan untuk mendeskripsikan proses penerapan model pembelajaran *Team Games Tournament* berbantuan media *Wordwall*, serta mengetahui peningkatan motivasi dan hasil belajar mata pelajaran IPAS pada siswa kelas V SDN 04 Madiun Lor. Penelitian menggunakan pendekatan kualitatif dengan jenis Penelitian Tindakan Kelas (PTK) model Kemmis dan Mc Taggart yang terdiri dari dua siklus. Subjek penelitian adalah 22 siswa kelas V A. Teknik pengumpulan data menggunakan observasi, tes, dan dokumentasi. Hasil penelitian menunjukkan bahwa: (1) penerapan *Team Games Tournament* berbantuan *Wordwall* menciptakan pembelajaran yang aktif, interaktif, dan menyenangkan melalui diskusi kelompok dan turnamen kuis digital; (2) motivasi belajar siswa meningkat dari 40% (rendah) pada prasiklus, menjadi 49% (sedang) pada siklus I, dan 72% (tinggi) pada siklus II; serta (3) hasil belajar siswa meningkat dengan rata-rata nilai dari 65,27 (prasiklus) menjadi 70,18 (siklus I) dan 79,09 (siklus II), dengan ketuntasan klasikal dari 41% menjadi 64% dan 86%. Simpulan penelitian ini membuktikan bahwa penerapan model pembelajaran *Team Games Tournament* berbantuan media *Wordwall* efektif meningkatkan motivasi dan hasil belajar IPAS siswa sekolah dasar.

ABSTRACT

Andika Wahyu Hanusa Bhakti. 2026. The Application of the *Team Games Tournament* Learning Model Assisted by *Wordwall* to Improve Motivation and Learning Outcomes in Social Studies Among Fifth-Grade Students at SDN 04 Madiun Lor. Thesis. Madiun: Master's Program in Social Studies Education, Graduate School, PGRI University of Madiun. Advisors: (I) Dr. Ibadullah Malawi, M.Pd., (II) Dr. Sudarmiani, M.Pd.

Kata Kunci : *Team Games Tournament, Wordwall, Learning Motivation, IPAS Learning Outcomes*

This study aims to describe the process of implementing the *Team Games Tournament* learning model with the aid of *Wordwall*, as well as to determine the improvement in motivation and learning outcomes in the IPAS subject among fifth-grade students at SDN 04 Madiun Lor. The study employed a qualitative approach using the Classroom Action Research (CAR) model by Kemmis and McTaggart, consisting of two cycles. The research subjects were 22 students in Class 5A. Data collection techniques included observation, testing, and documentation. The results of the study indicate that: (1) the implementation of the *Team Games Tournament* supported by *Wordwall* created active, interactive, and enjoyable learning through group discussions and digital quiz tournaments; (2) student learning motivation increased from 40% (low) in the pre-cycle to 49% (moderate) in Cycle I and 72% (high) in Cycle II; and (3) student learning outcomes improved, with average scores rising from 65.27 (pre-cycle) to 70.18 (cycle I) and 79.09 (cycle II), and the classical mastery rate increasing from 41% to 64% and 86%. The conclusion of this study proves that the implementation of the *Team Games Tournament* learning model supported by *Wordwall* is effective in improving the motivation and learning outcomes of elementary school students in IPAS.