

## ABSTRAK

**Farah Nabila Marta (1306847). Pengaruh Penerapan Model Pembelajaran Kooperatif Tipe *Teams Games Tournaments* Berbantuan Media Permainan Ular Tangga Terhadap Peningkatan Motivasi Belajar Siswa” (*Studi Kuasi Eksperimen pada Mata Pelajaran IPA Kelas 4 di SD Labschool UPI*).**

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Permainan sebagai sarana atau media belajar dalam bentuk *game* edukatif merupakan stimulus unik yang mampu merangsang siswa untuk terlibat aktif. Media permainan berkonsep edukasi ini dapat melatih konsentrasi pada anak khususnya untuk anak usia sekolah dasar dan mengajarkan peserta didik agar bersosialisasi dengan sesama sehingga dapat memotivasi siswa dalam melakukan pembelajaran. Penelitian ini menjawab permasalahan penelitian yang bertitik tolak dari rumusan masalah umum yaitu: apakah terdapat peningkatan motivasi belajar antara siswa yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournaments* (TGT) berbantuan media permainan ular tangga dibandingkan dengan siswa yang menggunakan model pembelajaran *direct instruction* pada Mata Pelajaran IPA?”. Secara lebih khusus yaitu: apakah terdapat peningkatan motivasi belajar aspek *cognitive motives* (motif kognitif), aspek *self-expression* (penampilan diri), aspek *self-enhancement* (kemajuan diri) antara siswa yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournaments* (TGT) berbantuan media permainan ular tangga dibandingkan dengan siswa yang menggunakan model pembelajaran *direct instruction* pada Mata Pelajaran IPA?. Metode penelitian yang digunakan pada penelitian ini adalah metode penelitian kuasi eksperimen dan desain penelitian *pretest-posttest control group design*. Instrumen dalam penelitian ini adalah kuesioner. Hasil pengujian hipotesis penelitian umum menggunakan uji *independent sample t-test* yaitu  $t_{hitung} 5,172 > t_{tabel} = 1,676$ . Secara umum disimpulkan bahwa terdapat perbedaan motivasi belajar antara siswa yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournaments* (TGT) berbantuan media permainan ular tangga dibandingkan dengan siswa yang menggunakan model pembelajaran *direct instruction* pada mata pelajaran IPA Kelas 4 di SD Labschool UPI Bandung.

**Kata Kunci:** Kooperatif, *Teams Games Tournaments* (TGT), media permainan ular tangga, motivasi.

## ABSTRACT

**Farah Nabila Marta (1306847). The Influence of Application of Cooperative Learning Model Type Teams Games Tournaments Supported by Snake and Ladder Games on Improving Student Learning Motivation "(Quasi-Experimental Study on Grade 4 Science Subjects at Laboratory Elementary School of Indonesia University of Education).**

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The game as a means or learning media in the form of educative games is a unique stimulus that is able to stimulate students to be actively involved. This educational concept game media can train the concentration on children especially for elementary school age children and teach the students to socialize with others so as to motivate students in learning. This research answer the problem of research which start from general problem formulation that is: is there is improvement of learning motivation between student using cooperative learning model of type of Teams Games Tournaments (TGT) assisted by game media of snake and ladder compared with student using direct instruction model on Science Subjects?". More specifically, there are: whether there is an increase in the motivation to learn aspects of cognitive motives, self-expression, self-enhancement between students using cooperative learning model type Teams Games Tournaments (TGT) Game media snake and ladder compared with students who use direct instruction model on Science Subjects?. The research method used in this research is quasi-experimental research method and pretest-posttest control group design research design. Instruments in this study is a questionnaire. The value of the testing of hypotheses test sample independent t-test showed that  $t = 5,172 > t_{table} = 1,676$ . In general it can be concluded that there is a difference of learning motivation between students using cooperative learning model of Teams Games Tournaments (TGT) type assisted by snake and ladder game compared with students using direct instruction model on the subject of Science Class 4 at Laboratory Elementary School of Indonesia University of Education.

**Keywords:** Cooperative, Teams Games Tournaments (TGT), game media snake and ladder, motivation.