

ABSTRAK

Sri Wahsphina Sahmar, 2023. Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Terhadap Motivasi, Keaktifan Dan Hasil Belajar IPS Siswa Kelas V SD Negeri 133 Inpres Pari'risi Kabupaten Takalar, dibimbing oleh Hj. Hidayah Quraisy dan Idawati.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* (TGT) terhadap Motivasi, Keaktifan dan Hasil Belajar IPS Siswa Kelas V Sekolah Dasar. Penelitian ini termasuk penelitian kuantitatif dengan desain penelitian quasi experimental. Adapun populasi penelitian adalah seluruh siswa kelas V SD Negeri 133 Inpres Pari'risi Kabupaten Takalar tahun Pelajaran 2022/2023 berjumlah 60 siswa. Teknik penarikan sampel adalah sampel jenuh. Teknik pengumpulan data menggunakan angket, observasi dan tes, yang akan dianalisis secara statistik baik deskriptif dan inferensial.

Hasil penelitian yang diperoleh berdasarkan uji ANOVA, terdapat pengaruh model Pembelajaran *Teams Games Tournament* (TGT) Terhadap Motivasi karena nilai sig. $0,038 < 0,05$. Hasil uji ANOVA untuk keaktifan belajar, terdapat pengaruh model pembelajaran *Teams Games Tournament* (TGT) terhadap keaktifan belajar siswa karena nilai sig. $0,028 < 0,05$. Sedangkan hasil uji ANOVA untuk hasil belajar, terdapat pengaruh model pembelajaran *Teams Games Tournament* (TGT) terhadap hasil belajar siswa karena nilai sig. $0,000 < 0,05$. Untuk pengaruh secara simultan model pembelajaran *Teams Games Tournament* (TGT) Terhadap Motivasi, Keaktifan Dan Hasil Belajar IPS dilakukan uji MANOVA dan memperoleh hasil dari tabel multivariate tests menunjukkan harga F untuk Pillae Trace, Wilk Lambda, Hotelling Trace, Roy's Largest Root nilai sig. $0,000 < 0,05$. Maka disimpulkan terdapat pengaruh yang signifikan antara Model Pembelajaran *Teams Games Tournament* (TGT) terhadap Motivasi, Keaktifan dan Hasil Belajar Siswa pada pembelajaran IPS SD Negeri 133 Inpres Pari'risi Kabupaten Takalar.

Kata Kunci: Model Pembelajaran Teams Games Tournament (TGT), Motivasi, Keaktifan dan Hasil Belajar.

ABSTRACT

Sri Wahsphina Sahmar, 2023. The Effect of the Teams Games Tournament (TGT) Learning Model on Motivation, Activeness and Learning Outcomes of Social Studies Class V Students at SD Negeri 133 Inpres Pari'risi, Takalar Regency. Supervised by Hidayah Quraisy and Idawati.

This study aimed at determining the effect of the Teams Games Tournament (TGT) learning model on Motivation, Activeness and Social Studies Learning Outcomes of Class V Elementary School Students. This research was a quantitative research with a quasi-experimental research design. The research population was all fifth grade students at SD Negeri 133 Inpres Pari'risi, Takalar Regency for the academic year 2022/2023 with 60 students. The sampling technique was a saturated sample. Data collection techniques using questionnaires, observations and tests which analyzed statistically both descriptively and inferentially.

The research results obtained based on the ANOVA test, there is any effect of the Teams Games Tournament (TGT) Learning model on motivation because of the sig. $0.038 < 0.05$. The results of the ANOVA test for learning activeness, there is any effect of the Teams Games Tournament (TGT) learning model on student learning activeness because the sig. $0.028 < 0.05$. While the results of the ANOVA test for learning outcomes, there is any effect of the Teams Games Tournament (TGT) learning model on student learning outcomes because the sig. $0.000 < 0.05$. For the simultaneous effect of the Teams Games Tournament (TGT) learning model on motivation, activity and learning outcomes, the MANOVA test was carried out and the results from the multivariate tests table showed the value of F for Pillae Trace, Wilk Lambda, Hotelling Trace, Roy's Largest Root value of sig. $0.000 < 0.05$. So it can be concluded that there is any significant effect between the Teams Games Tournament (TGT) Learning Model on Motivation, Activeness and Student Learning Outcomes in social studies learning at SD Negeri 133 Inpres Pari'risi, Takalar Regency.

Keywords: *Teams Games Tournament (TGT) Learning Model, Motivation, Activeness and Learning Outcomes.*

