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**PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT*
(TGT) BERBANTUAN MEDIA *SMART KUARTET* TERHADAP
KEMAMPUAN PEMAHAMAN KONSEP SISWA**

ABSTRAK

Permasalahan dalam penelitian ini adalah kurangnya tingkat kemampuan pemahaman konsep siswa. Penelitian ini bertujuan untuk mengetahui Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Berbantuan Media *Smart Kuartet* Terhadap Kemampuan Pemahaman Konsep Siswa. Jenis penelitian ini adalah penelitian kuantitatif menggunakan metode *eksperimen* dengan jenis *quasi experimental* bentuk desain *the nonequivalent control group design*. Teknik pengambilan sampel pada penelitian ini menggunakan cara *nonprobability sampling* dengan teknik *purposive sampling*. Sampel penelitian ini adalah kelas IV SD Negeri Gondoriyo 02 dan SD Negeri Gondoriyo 03. Teknik pengumpulan data pada penelitian ini adalah teknik tes (*pre test* dan *post test*) dan non tes (observasi, angket, wawancara tidak terstruktur, dan dokumentasi). Teknik analisis data yaitu dengan uji normalitas, uji homogenitas, uji *independent sampel t test*, dan uji regresi linear sederhana. Hasil penelitian menunjukkan bahwa : (1) Terdapat perbedaan penggunaan model pembelajaran *Teams Games Tournament* (TGT) berbantuan media *Smart Kuartet* terhadap kemampuan pemahaman konsep siswa, hal ini dapat dibuktikan dengan hasil uji *independent sampe t test* dengan nilai signifikansi $0,030 < 0,05$ H_0 di tolak dan H_a diterima; dan (2) Terdapat pengaruh penggunaan model pembelajaran *Teams Games Tournament* (TGT) berbantuan media *Smart Kuartet* terhadap kemampuan pemahaman konsep siswa, hal ini dapat dibuktikan dengan hasil uji regresi linear dengan nilai signifikansi $0,027 < 0,05$ H_0 di tolak dan H_a diterima. Hasil pada penelitian ini dapat disimpulkan bahwa penggunaan model pembelajaran *Teams Games Tournament* (TGT) berbantuan media *Smart Kuartet* berpengaruh terhadap kemampuan pemahaman konsep siswa kelas IV.

Kata Kunci : *Teams Games Tournament* (TGT); *Smart Kuartet*; Pemahaman Konsep

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***THE INFLUENCE OF THE TEAMS GAMES TOURNAMENT (TGT)
LEARNING MODEL ASSISTED BY SMART KUARTET MEDIA ON
STUDENTS' CONCEPTUAL UNDERSTANDING ABILITIES***

ABSTRACT

The problem in this study is the lack of students' conceptual understanding ability. This study aims to determine the Influence of the Teams Games Tournament (TGT) Learning Model Assisted by Smart Quartet Media on Students' Concept Understanding Ability. This type of research is quantitative research using an experimental method with a quasi-experimental type of the nonequivalent control group design. The sampling technique in this study used a nonprobability sampling method with a purposive sampling technique. The sample of this study was class IV of SD Negeri Gondoriyo 02 and SD Negeri Gondoriyo 03. Data collection techniques in this study were test techniques (pre-test and post-test) and non-test (observation, questionnaires, unstructured interviews, and documentation). Data analysis techniques were normality tests, homogeneity tests, independent test samples t-tests, and simple linear regression tests. The results of the study showed that: (1) There is a difference in the use of the Teams Games Tournament (TGT) learning model assisted by Smart Quartet media on students' conceptual understanding abilities, this can be proven by the results of the independent test sample t test with a significance value of $0.030 < 0.05$ H_0 is rejected and H_a is accepted; and (2) There is an influence of the use of the Teams Games Tournament (TGT) learning model assisted by Smart Quartet media on students' conceptual understanding abilities, this can be proven by the results of the linear regression test with a significance value of $0.027 < 0.05$ H_0 is rejected and H_a is accepted. The results of this study can be concluded that the use of the Teams Games Tournament (TGT) learning model assisted by Smart Quartet media has an effect on students' conceptual understanding abilities in grade IV.

Keywords : *Teams Games Tournament (TGT); Smart Kuartet; Understanding Conceptual*