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**PENGARUH MODEL PEMBELAJARAN TGT (*TEAM GAMES
TOURNAMENT*) BERBANTUAN ENGGLEK *EDUFLEX* TERHADAP
PEMAHAMAN KONSEP SISWA KELAS V SD**

ABSTRAK

Latar belakang penelitian ini didasarkan pada permasalahan rendahnya pemahaman konsep siswa yang terlihat dari hasil studi pendahuluan di SD Negeri Banyukuning dan SD Negeri Candi 01. Rata-rata pemahaman konsep siswa hanya mencapai 19,64%, jauh di bawah Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) sebesar 60%. Selain itu, hasil observasi menunjukkan rendahnya indikator pemahaman siswa dalam menyajikan konsep matematis (13,59%) dan mengklasifikasikan objek berdasarkan konsep (12,73%). Penelitian ini menggunakan metode kuantitatif dengan desain *quasi-eksperimen*, melibatkan siswa kelas 5 SD Negeri Banyukuning sebagai kelompok eksperimen dan SD Negeri Candi 01 sebagai kelompok kontrol. Data dikumpulkan melalui tes (*Pre-test* dan *Post-test*) serta metode non-tes berupa observasi, angket, dan dokumentasi. Hasil penelitian menunjukkan bahwa terdapat perbedaan yang signifikan antara kelompok eksperimen dan kontrol. Nilai rata-rata *Post-test* kelompok eksperimen (76%) lebih tinggi dibandingkan dengan kelompok kontrol (69%). Analisis uji *Independent Sample T-Test* menghasilkan nilai signifikansi 0,001 ($<0,05$), yang mengindikasikan bahwa penggunaan model pembelajaran TGT berbantuan Engklek *Eduflex* memberikan pengaruh signifikan terhadap pemahaman konsep siswa. Hasil uji regresi linier sederhana menunjukkan bahwa model pembelajaran TGT berbantuan Engklek *Eduflex* memiliki pengaruh sebesar 33,5% terhadap pemahaman konsep siswa dengan nilai koefisien determinasi (*R Square*) sebesar 0,335 dan korelasi (*R*) sebesar 0,579. Kesimpulan dari penelitian ini adalah bahwa model pembelajaran TGT berbantuan Engklek *Eduflex* efektif meningkatkan pemahaman konsep siswa dibandingkan dengan pembelajaran TGT tanpa media. Hasil penelitian ini merekomendasikan penggunaan model pembelajaran inovatif berbasis permainan untuk meningkatkan kualitas pembelajaran matematika di sekolah dasar. Penelitian ini bertujuan untuk mengkaji pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan Engklek *Eduflex* terhadap pemahaman konsep siswa kelas 5 sekolah dasar.

Kata Kunci: *Team Games Tournament*, Engklek *Eduflex*, Pemahaman Konsep

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Thesis

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***THE EFFECT OF THE TGT (TEAM GAMES TOURNAMENT) LEARNING
MODEL ASSISTED BY ENKLEK EDUFLEX ON THE CONCEPTUAL
UNDERSTANDING OF FIFTH-GRADE ELEMENTARY SCHOOL
STUDENTS***

ABSTRACT

The background of this research is based on the issue of low conceptual understanding among students, as revealed by a preliminary study conducted at SD Negeri Banyukuning and SD Negeri Candi 01. The average conceptual understanding of students was only 19.64%, significantly below the Learning Achievement Criteria (KKTP) standard of 60%. Additionally, observations indicated low student performance in presenting mathematical concepts (13.59%) and classifying objects based on concepts (12.73%). This research employs a quantitative method with a quasi-experimental design, involving fifth-grade students from SD Negeri Banyukuning as the experimental group and SD Negeri Candi 01 as the control group. Data were collected through tests (Pre-test and Post-test) and non-test methods such as observation, questionnaires, and documentation. The findings indicate a significant difference between the experimental and control groups. The experimental group's average Post-test score (76%) was higher than the control group's (69%). The Independent Sample T-Test analysis yielded a significance value of 0.001 (<0.05), indicating that the TGT learning model assisted by Engklek Eduflex significantly influenced students' conceptual understanding. Simple linear regression analysis results showed that the TGT learning model assisted by Engklek Eduflex accounted for 33.5% of the variance in students' conceptual understanding, with a determination coefficient (R Square) of 0.335 and a correlation coefficient (R) of 0.579. The conclusion of this study is that the TGT learning model assisted by Engklek Eduflex effectively enhances students' conceptual understanding compared to TGT learning without media. The findings recommend the use of innovative, game-based learning models to improve the quality of mathematics education in elementary schools. This study aims to examine the effect of the Team Games Tournament (TGT) learning model assisted by Engklek Eduflex on the conceptual understanding of fifth-grade elementary school students.

Keywords: *Team Games Tournament, Engklek Eduflex, Conceptual Understanding*