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PENGARUH MODEL PEMBELAJARAN TGT (*TEAM GAMES TOURNAMENT*) BERBANTUAN ALAT PERAGA JAPIN TERHADAP MINAT BELAJAR SISWA KELAS 3 SEKOLAH DASAR

ABSTRAK

Permasalahan pada penelitian ini adalah kurangnya minat belajar siswa, hal ini dibuktikan dengan observasi minat belajar terhadap siswa yaitu 47,7% yang termasuk dalam kategori kurang. Penelitian ini dilakukan untuk mengetahui pengaruh model pembelajaran TGT (*Team Games Tournament*) Berbantuan Alat Peraga Japin Terhadap Minat Belajar Siswa Kelas 3 Sekolah Dasar. Metode penelitian ini menggunakan eksperimen kuantitatif dengan desain *Quasi Experimental (Non Equivalent Control Group Design)* Teknik pengumpulan data berupa angket tertutup. Berdasarkan hasil penelitian menunjukkan (1) Terdapat perbedaan minat belajar menggunakan model pembelajaran TGT (*Team Games Tournament*) berbantuan alat peraga Japin pada siswa kelas 3 Sekolah Dasar, dibuktikan dengan uji *Independen Sampe t-Test* dengan nilai signifikasi kurang dari 0,05 yaitu 0,011. (2) terdapat Pengaruh model pembelajaran TGT (*Team Games Tournament*) berbantuan alat peraga Japin terhadap minat belajar siswa, perihal ini dibuktikan dengan uji Regresi Linier Sederhana AVOVA dengan nilai signifikasi kurang dari 0,05 yaitu 0,002 yang berarti H_0 dan H_a diterima. Besarnya pengaruh dibuktikan dengan uji Regresi Linier Sederhana Summary Diperoleh $R. Square = 0,380 = 38\%$. Berdasarkan hasil penelitian, dapat disimpulkan bahwa penggunaan model pembelajaran TGT (*Team Games Tournament*) berbantuan Alat peraga Japin ber pengaruh terhadap minat belajar siswa kelas 3 Sekolah Dasar.

Kata kunci: *Team Games Tournament*, alat peraga Japin, dan minat belajar.

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***THE INFLUENCE OF THE TGT (TEAM GAMES TOURNAMENT)
LEARNING MODEL USED BY JAPIN PRODUCTS ON THE LEARNING
INTEREST OF CLASS 3 PRIMARY SCHOOL STUDENTS***

ABSTRACT

The problem in this study is the lack of student learning interest, this is evidenced by observations of student learning interest, namely 47.7% which is included in the category of less. This study was conducted to determine the effect of the TGT (Team Games Tournament) learning model assisted by Japin teaching aids on the learning interest of grade 3 elementary school students. This research method uses a quantitative experiment with a Quasi Experimental design (Non Equivalent Control Group Design) Data collection techniques in the form of a closed questionnaire. Based on the results of the study, it shows (1) There is a difference in learning interest using the TGT (Team Games Tournament) learning model assisted by Japin teaching aids on grade 3 elementary school students, evidenced by the Independent Sampe t-Test test with a significance value of less than 0.05, namely 0.011. (2) There is an influence of the TGT (Team Games Tournament) learning model assisted by Japin teaching aids on student learning interest, this is evidenced by the Simple Linear Regression AVOVA test with a significance value of less than 0.05, namely 0.002, which means H_0 and H_a are accepted. The magnitude of the influence is proven by the Simple Linear Regression test Summary Obtained $R. Square = 0.380 = 38\%$. Based on the results of the study, it can be concluded that the use of the TGT (Team Games Tournament) learning model assisted by Japin teaching aids has an effect on the learning interest of grade 3 Elementary School students.

Keywords: Team Games Tournament, Japin teaching aids, and learning interest.