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**KEEFEKTIFAN MODEL *TEAM GAMES TOURNAMENT* (TGT)
BERBANTUAN ULTADU TERHADAP KEMAMPUAN PEMECAHAN
MASALAH SISWA KELAS V SD**

ABSTRAK

Penelitian ini dasari oleh rendahnya kemampuan pemecahan masalah siswa. Salah satu upaya untuk memperbaiki keadaan dengan menggunakan model *Team Games Tournament*. Tujuan penelitian untuk menyelediki keefektifan model *Team Games Tournament* (TGT) terhadap kemampuan pemecahan masalah siswa berbantuan Ultadu (Ular Tangga Edukatif) pada siswa kelas V SDN Sidomulyo 04. Jenis penelitian yang dipakai adalah *quasi eksperimen* dengan desain penelitian *non equivalent control grup design* dengan memberikan kemampuan tes awal pretest dan tes akhir posttest. Hasil penelitian 1) Terdapat perbedaan kemampuan pemecahan masalah siswa penerapan model *Team Games Tournament* berbantuan Ultadu dengan nilai signifikansi $< 0,05$ yaitu 0,004, 2) Terdapat pengaruh penerapan model *Team Games Tournament* berbantuan Ultadu terhadap kemampuan pemecahan masalah siswa dilihat dari $t_{hitung} = 4.873 > t_{tabel} = 1.459$ dan nilai signifikansi yaitu 0,000, 3) Terdapat peningkatan kemampuan pemecahan masalah siswa dengan signifikasi yaitu $0,000 < 0,05$ dan Dengan demikian, dapat disimpulkan bahwa model pembelajaran *Team Games Tournament* berbantuan Ultadu efektif terhadap kemampuan pemecahan masalah siswa kelas V Sekolah Dasar.

Kata Kunci : *Team Games Tournament*, Ultadu, Kemampuan Pemecahan Masalah

ABSTRACT

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KEEFEKTIFAN MODEL *TEAM GAMES TOURNAMENT* (TGT) BERBANTUAN ULTADU TERHADAP KEMAMPUAN PEMECAHAN MASALAH SISWA KELAS V SD

This research is based on students' low problem solving abilities. One effort to improve the situation is by using the Team Games Tournament model. The aim of the research was to investigate the effectiveness of the Team Games Tournament (TGT) model on students' problem solving abilities with the help of Ultadu (Educational Snakes and Ladders) in class V students at SDN Sidomulyo 04. The type of research used was quasi-experimental with a non-equivalent control group research design by providing pre-test and final post-test abilities. Research results 1) There is a difference in students' problem solving abilities applying the Team Games Tournament model assisted by Ultadu with a significance value of <0.05 , namely 0.004, 2) There is an influence of the application of the Team Games Tournament model assisted by Ultadu on students' problem solving abilities as seen from $t_{count} = 4.873 > t_{table} = 1.459$ and the significance value is 0.000, 3) There is an increase in students' problem solving abilities with a significance value of $0.000 < 0.05$ and Thus, it can be concluded that the Team Games Tournament learning model assisted by Ultadu is effective on the problem solving abilities of fifth grade elementary school students.

Keyword : *Team Games Tournament, problem solving ability, Ultadu*