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**PENGARUH MODEL PEMBELAJARAN TGT (*TEAM GAMES
TURNAMENT*) BERBANTUAN *SNAKE LADDER QUESTION*
TERHADAP MINAT BELAJAR SISWA KELAS 3 SD
ABSTRAK**

Secara etimologis (*Kamus Besar Bahasa Indonesia*, 2016) minat diartikan sebagai perhatian, kesukaan (kecenderungan) terhadap sesuatu. Minat adalah perasaan kesukaan dan minat terhadap sesuatu atau kegiatan, tanpa ada yang menyuruh. Kondisi minat belajar siswa di SD Negeri Harjosari 01 kelas 3 masih kurang. Kurangnya minat belajar siswa disebabkan oleh kurangnya media sumber belajar dan cara guru dalam menyampaikan materi pembelajaran yang kurang optimal. Model *Team Games Tournament* (TGT) adalah jenis pembelajaran kooperatif yang menempatkan siswa dalam kelompok belajar yang terdiri dari 5-6 siswa yang memiliki kemampuan, jenis kelamin, dan etnis atau ras yang berbeda. Media pembelajaran ular tangga merupakan media pembelajaran yang tepat untuk diterapkan dan dikombinasikan dengan model pembelajaran TGT. Media *Snake Ladder Question* dapat menciptakan lingkungan belajar yang interaktif dan tidak membosankan. Berdasarkan hasil analisis dan pembahasan mengenai model *Team Game Tournament* dengan bantuan media *Snake Ladder Question*, dapat meningkatkan minat belajar siswa kelas 3 di SD Negeri Harjosari 01.

Kata Kunci: minat belajar, model pembelajaran, soal ular tangga, TGT

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***THE EFFECT OF TGT (TEAM GAMES TOURNAMENT) LEARNING MODEL
USING SNAKE LADDER QUESTION ON LEARNING INTEREST OF GRADE 3
ELEMENTARY SCHOOL STUDENTS***

ABSTRACT

Etymologically in the General Indonesian Dictionary, interest is defined as attention, liking (tendency) towards something. Interest is a feeling of preference and interest in a thing or activity, without anyone telling you to. The condition of student interest in learning at SD Negeri Harjosari 01 class 3 is still lacking. Lack of student interest in learning is caused by the lack of learning resource media, the teacher's ways/methods in delivering learning material are less than optimal. The Team Games Tournament (TGT) model is a type of cooperative learning that places students in study groups consisting of 5 to 6 students who have different abilities, gender and ethnicity or race. The snakes and ladders learning media is a learning media that is suitable to be applied and combined with the TGT learning model. Snake and Ladder media can create a learning environment that is interactive and not boring. Based on the results of the analysis and discussion regarding the Team Game Tournament model with the help of Snake Ladder Question media, it can increase the learning interest of grade 3 students at SD Negeri Harjosari 01.

Keywords: *interest in learning, learning model, snake ladder question, TGT*