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Pengaruh Model Pembelajaran TGT (*Teams Games Tournament* Berbantuan
Smart Rocket Small Terhadap Kemampuan Berpikir Kritis Siswa

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan media *Smart Rocket Small* terhadap kemampuan berpikir kritis siswa kelas V di MI Shabilul Huda. Latar belakang penelitian ini adalah rendahnya kemampuan berpikir kritis siswa akibat penggunaan model dan media pembelajaran yang kurang inovatif. Penelitian ini menggunakan pendekatan kuantitatif dengan desain *Quasi Experimental* tipe *Nonequivalent Control Group Design*. Subjek penelitian terdiri dari dua kelas, yaitu kelas VA sebagai kelas eksperimen dan kelas VB sebagai kelas kontrol. Instrumen yang digunakan meliputi tes berpikir kritis, lembar observasi, dan angket respon siswa. Hasil penelitian menunjukkan adanya perbedaan yang signifikan antara kelompok eksperimen dan kelompok kontrol, di mana kelompok yang dibelajarkan dengan model TGT berbantuan *Smart Rocket Small*. Terdapat perbedaan penggunaan model pembelajaran *Team Games Tournament* (TGT) dengan media *Smart Rocket Small* terhadap kemampuan berpikir kritis siswa kelas V SD. Hal itu ditandai dengan nilai signifikansi $0,000 < 0,05$ pada Uji *Independent Sample T Test* yang menunjukkan bahwa kualitas pembelajaran yang berbeda antara kelas eksperimen dan kontrol. Rataan kelas eksperimen 70,6286 jauh besar dari rata-rata kelas kontrol 63,9714. Terdapat pengaruh penggunaan model pembelajaran *Team Games Tournament* (TGT) dengan media *Smart Rocket Small* terhadap kemampuan berpikir kritis siswa kelas V SD. Hal itu dibuktikan melalui $t_{hitung} = 7,203 > t_{tabel} = 0,677$ dengan nilai signifikansi $0,000 < 0,05$. Maka dari itu, model pembelajaran *Team Games Tournament* (TGT) dengan media *Smart Rocket Small* terhadap kemampuan berpikir kritis siswa berpengaruh dengan nilai 78,2%.

Kata kunci: TGT, *Smart Rocket Small*, Berpikir Kritis, Matematika

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*THE EFFECT OF THE SMART ROCKET SMALL-ASSISTED TGT
(TEAM GAMES TOURNAMENT) LEARNING MODEL ON STUDENTS
CRITICAL THINKING ABILITIES*

ABSTRACT

This study aims to determine the effect of the Team Games Tournament (TGT) learning model assisted by Smart Rocket Small media on the critical thinking skills of fifth-grade students at MI Shabilul Huda. The background of the research is based on the low level of students' critical thinking abilities due to the lack of innovative learning models and media. This research uses a quantitative approach with a quasi-experimental design of the Nonequivalent Control Group Design type. The research subjects consisted of two classes: class VA as the experimental class and class VB as the control class. The instruments used include critical thinking tests, learning observation sheets, and student response questionnaires. The results showed a significant difference between the experimental group and the control group, with the experimental class taught using the TGT model and Smart Rocket Small media showing a greater improvement in critical thinking skills. There is a difference in the use of the Team Games Tournament (TGT) learning model with Smart Rocket Small media on the critical thinking skills of fifth-grade elementary school students. This is indicated by a significance value of $0.000 < 0.05$ in the Independent Sample T-Test, indicating a difference in the quality of learning between the experimental and control classes. The experimental class mean of 70.6286 is significantly greater than the control class mean of 63.9714. There is an effect of the use of the Team Games Tournament (TGT) learning model with Smart Rocket Small media on the critical thinking skills of fifth-grade elementary school students. This is evidenced by $t_{count} = 7.203 > t_{table} = 0.677$ with a significance value of $0.000 < 0.05$. Therefore, the Team Games Tournament (TGT) learning model with Smart Rocket Small media on students' critical thinking skills has a value of 78.2%.

Keywords: *TGT, Smart Rocket Small, Critical Thinking, Mathematics*