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**PENGARUH MODEL TGT (TEAMS GAMES TOURNAMENT) BERBANTUAN
MEDIA POHON BUPIN TERHADAP MINAT BELAJAR SISWA KELAS III SDN
GEDANGANAK 03**

ABSTRAK

Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *Teams Games Tournament* (TGT) berbantuan media Pohon Bupin (Pohon Buah Pintar) terhadap minat belajar siswa kelas III SD Negeri Gedanganak 03. Metode penelitian yang digunakan adalah *quasi-experiment* dengan desain *non-equivalent control group design*. Populasi penelitian adalah seluruh siswa kelas III, dengan sampel kelas III B sebagai kelompok eksperimen yang diberikan perlakuan model TGT berbantuan Pohon Bupin, dan kelas III A sebagai kelompok kontrol yang menggunakan model TGT tanpa media. Instrumen pengumpulan data berupa angket, observasi, dan wawancara. Analisis data menggunakan uji normalitas, homogenitas, *independent sample t-test*, dan regresi linear sederhana dengan bantuan SPSS. Hasil penelitian menunjukkan: (1) terdapat perbedaan yang signifikan minat belajar antara kelas eksperimen dan kelas kontrol (sig. 0,000 < 0,05); (2) model pembelajaran TGT berbantuan Pohon Bupin berpengaruh positif terhadap minat belajar siswa (sig. 0,044 < 0,05) dengan kontribusi sebesar 8,2%. Observasi juga menunjukkan peningkatan minat belajar di kelas eksperimen dengan rata-rata 60% (baik) dibanding kelas kontrol 57% (baik). Simpulan penelitian ini adalah model TGT berbantuan media Pohon Bupin efektif meningkatkan minat belajar siswa. Disarankan bagi guru untuk mengimplementasikan model ini guna menciptakan pembelajaran yang lebih interaktif dan menyenangkan.

Kata kunci: *Teams Games Tournament*, Pohon Bupin, Minat Belajar, Sekolah Dasar

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**THE INFLUENCE OF THE TGT (TEAMS GAMES TOURNAMENT) MODEL
ASSISTED BY THE BUPIN TREE MEDIA ON THE LEARNING INTEREST OF
GRADE III STUDENTS AT SDN GEDANGANAK 03**

ABSTRACT

This study aims to analyze the influence of the Teams Games Tournament (TGT) learning model assisted by Bupin Tree (Smart Fruit Tree) media on the learning interest of third-grade students at SD Negeri Gedanganak 03. The research method used was a quasi-experiment with a non-equivalent control group design. The research population consisted of all third-grade students, with the sample being class III B as the experimental group treated with the TGT model assisted by Bupin Tree, and class III A as the control group using the TGT model without media. Data collection instruments included questionnaires, observation, and interviews. Data analysis employed normality tests, homogeneity tests, independent sample t-tests, and simple linear regression with the help of SPSS. The research results show: (1) there is a significant difference in learning interest between the experimental class and the control class (sig. 0.000 < 0.05); (2) the TGT learning model assisted by Bupin Tree positively influences student learning interest (sig. 0.044 < 0.05) with a contribution of 8.2%. Observations also indicated an increase in learning interest in the experimental class with an average of 60% (good) compared to the control class at 57% (good). The conclusion of this study is that the TGT model assisted by Bupin Tree media is effective in increasing student learning interest. It is recommended that teachers implement this model to create more interactive and enjoyable learning.

Keywords: *Teams Games Tournament, Bupin Tree, Learning Interest, Elementary School*