

ABSTRAK

Putri, Sania Desvita.2025. Implementasi Model Pembelajaran Kooperatif Tipe Teams Game Tournament (TGT) Berbantuan Media Game Edukasi Berbasis Canva Untuk Meningkatkan Kemampuan Kognitif Matematika Kelas V SD Namira Kraksaan, Skripsi, Progam Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Didit Yulian Kasdriyanto, S.Pd., M.Pd., Pembimbing (II) Rzcya Siti Qomariyah,S. Pd., M.Pd.

Kata Kunci : Model *Teams Game Tournament* (TGT), *Game* Edukasi Berbasis *Canva*, Hasil Belajar.

Berdasarkan dengan pengamatan ialah kurangnya media pembelajaran dan belum adanya penerapan media interaktif. Sehingga siswa merasa kesulitan dalam belajar matematika, siswa mengalami penurunan terhadap hasil belajar. Penelitian ini bertujuan untuk mengetahui bagaimana Implementasi model pembelajaran kooperatif Tipe *Teams Game Tournament* (TGT) berbantuan media *game* edukasi berbasis *canva* untuk meningkatkan kemampuan kognitif matematika kelas V SD Namira Kraksaan. Berdasarkan dengan pengamatan ialah kurangnya media pembelajaran dan belum adanya penerapan media interaktif. Sehingga siswa merasa kesulitan dalam belajar matematika, siswa mengalami penurunan terhadap hasil belajar.

Metode penelitian ini menggunakan penelitian Tindakan kelas (PTK) subjek penelitian ini adalah kelas V dengan jumlah siswa 21 orang. Tindakan yang diberikan kepada subjek penelitian untuk meningkatkan kemampuan kognitif siswa pada Pelajaran matematika dengan menerapkan model *Teams Game Tournament* (TGT) yang menggunakan media *game* edukasi berbasis *canva*.

Hasil penelitian menunjukkan bahwa penerapan model pembelajaran Teams Game Tournament (TGT) dengan menggunakan media *game* edukasi berbasis *canva* dapat meningkatkan kemampuan hasil belajar siswa. Hal ini ditunjukkan dengan adanya peningkatan hasil nilai yang dicapai setiap pertemuan. Pada siklus I pertemuan pertama diketahui presentase siswa tuntas yaitu 42,5 % dan pertemuan kedua presentase siswa tuntas yaitu 61,90%. Sedangkan pada siklus II terjadi peningkatan hasil belajar yaitu dengan presentase siswa tuntas yaitu 85,71%. Berdasarkan hasil penelitian di atas dapat disimpulkan bahwa model *Teams Game Tournament* (TGT) menggunakan media *game* edukasi berbasis *canva* untuk meningkatkan kemampuan kognitif siswa berhasil.

ABSTRACT

Putri, Sania Desvita.2025. Implementation of the Cooperative Learning Model Type of Teams Game Tournament (TGT) assisted by Canva -based educational game media to improve the cognitive abilities of Mathematics Class V SD Namira Kraksaan, Thesis, Program for Elementary School Teacher Education Studies, FKIP, Panca Marga Probolinggo University, Supervisor (I) Didit Yulian Kasdriyanto, S.Pd., M.Pd., Supervisor (II) Rzcya Siti Qomariyah, S. Pd., M.Pd.

Keywords: Teams Game Tournament (TGT) Model, Canva -Based Education Games, Learning Outcomes

Based on observation is the lack of learning media and the absence of interactive media. So that students find it difficult to learn mathematics, students have decreased to learning outcomes. This study aims to find out how the implementation of the Cooperative Learning Model type Teams Game Tournament (TGT) assisted by Canva -based educational game media to improve the cognitive abilities of Mathematics Class V SD Namira Kraksaan.

his research method uses Classroom Action Research (CAR) The subject of this study is class V with a number of Sisswa of 21 people. Actions given to research subjects to improve students' cognitive abilities in mathematics by applying the Game Tournament Teams (TGT) model that uses Canva -based educational game media.

The results showed that the application of the Teams Game Tournament (TGT) learning model using Canva -based educational game media could improve student learning outcomes. This is indicated by an increase in the results of the value achieved each meeting. In the first cycle the first meeting was known to the completion of the completed student which was 42.5 % and the second meeting of the percentage of students was complete, namely 61.90 %. Whereas in the second cycle there was an increase in learning outcomes, namely the percentage of students complete, namely 85.71%. Based on the results of the research above it can be concluded that the TEAMS Game Tournament (TGT) model uses Canva -based educational game media to improve students' cognitive abilities.