

ABSTRAK

JIHAAN ARIPIN: “Pengaruh Model *Cooperative Learning* Tipe *Teams Games Tournament* (TGT) Berbantu *Word Search Puzzle* terhadap Hasil Belajar Kognitif Siswa pada Materi Sistem Ekskresi”

Materi sistem ekskresi manusia dengan objek bahasan berupa struktur dan fungsi sistem, gangguan fungsi, dan upaya peninjauan kesehatan menuntut siswa untuk memiliki kemampuan analisis tajam, kajian teori, mengingat konten, dan pemahaman konsep dalam meningkatkan hasil belajar. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dengan media *puzzle* terhadap hasil belajar kognitif siswa. Bentuk penelitian kuantitatif berdesain eksperimen semu (*quasi-experimental*) dengan pola *nonequivalen control group design*. Sampel penelitian berjumlah 60 siswa yang dipilih melalui teknik *purposive sampling*. Hasil belajar siswa diukur melalui tes hasil belajar kognitif dengan bentuk soal pilihan ganda (PG) yang terdiri dari 25 butir soal. Hasil penelitian menunjukkan pembelajaran sistem ekskresi melalui model *cooperative learning* tipe *teams games tournament* (TGT) berbantu *word search puzzle* lebih baik dibandingkan pembelajaran sistem ekskresi melalui model *discovery learning*. Hal ini terbukti dengan nilai rata-rata *posttest* pada kelas eksperimen sebesar 82 dan kelas kontrol sebesar 75,3. Hasil uji hipotesis juga menunjukkan $T_{hitung} (19,810) > T_{tabel} (2,042)$ terdapat perbedaan signifikan antara kedua kelas tersebut. Hasil belajar kognitif siswa pada kelas dengan model *cooperative* tipe TGT meningkat dengan *N-gain* sebesar 0,71 (kategori tinggi). Berdasarkan hasil penelitian dapat diambil kesimpulan bahwa penggunaan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dengan media *puzzle* berpengaruh terhadap hasil belajar kognitif siswa pada materi sistem ekskresi manusia.

Kata kunci: Hasil Belajar Kognitif, *Teams Games Tournament* (TGT), Sistem Ekskresi Manusia.



ABSTRACT

JIHAAN ARIPIIN: *“The Effect of Cooperative Learning Types Teams Games Tournament (TGT) by Ussing Word Search Puzzles over Students' Cognitive Learning Outcomes on Excretion System Material”*

The human excretory system material with the object of discussion in the form of system structure and function, functional disorders, and health care efforts requires students to have sharp analytical skills, study theories, remember content, and understand concepts in improving learning outcomes. This study aims to determine the effect of the Teams Games Tournament media puzzle on students' cognitive learning outcomes. The form of quantitative research is a quasi-experimental (quasi-experimental) design with a equivalent control group design. The research sample was 60 students who were selected through purposive sampling technique. Student learning outcomes are measured through cognitive learning outcomes tests in the form of multiple choice questions consisting of 25 items. The results showed that learning the excretory system through the cooperative learning of the teams games tournament (TGT) word search puzzles was better than learning through the discovery learning. This is proven by the average posttest in the experimental class of 82 and the control class of 75.3. The results of the hypothesis test also show that $T_{count} (19.810) > T_{table} (2.042)$ there is a significant difference between the two classes. Cognitive learning outcomes of students in the class with the cooperative type TGT increased with an N-gain of 0.71 (high category). Based on the results of the study, it can be concluded that the use of the Teams Games Tournament media puzzle affects students' cognitive learning outcomes on the human excretory system material.

Keywords: *Cognitive Learning Outcomes, Teams Games Tournament (TGT), System Human Excretion*