ABSTRAK

WANDA FAUJIAH, 2023. **Pengaruh Model Pembelajaran *Teams Games Tournament* (TGT) Berbantuan Media *Question-Answer Card* Terhadap Keaktifan Belajar Siswa Kelas XI IPS 1 di SMA Negeri 7 Tasikmalaya (Quasi-Experimen Pada Mata Pelajaran Sejarah Peminatan Materi Pendekatan dan Strategi Pergerakan Nasional Semester Genap Tahun Ajaran 2022/2023).** Jurusan Pendidikan Sejarah Fakultas Keguruan dan Ilmu Pendidikan Universitas Siliwangi.

Penelitian ini dilatar belakangi oleh rendahnya keaktifan belajar siswa pada mata pelajaran sejarah di kelas XI IPS SMA Negeri 7 Tasikmalaya. Hal tersebut terbukti dengan tidak terpenuhinya indikator keaktifan yaitu kurangnya keterlibatan siswa, kurangnya interaksi belajar siswa, serta kurangnya proses pemecahan masalah pada siswa. Permasalahan tersebut perlu diatasi salah satunya dengan penggunaan model pembelajaran *Teams Games Tournament*. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan Model Pembelajaran *Teams Games Tournament* (TGT) Berbantuan Media *Question-Answer Card* terhadap keaktifan Belajar Siswa Kelas XI IPS 1 di SMA Negeri 7 Tasikmalaya (Quasi-Experimen Pada Mata Pelajaran Sejarah Peminatan Materi Pendekatan dan Strategi Pergerakan Nasional Semester Genap Tahun Ajaran 2022/2023). Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen. Desain yang digunakan adalah *quasi eksperimen* dengan rancangan *nonequivalent control group design*. Teknik pengumpulan data dilakukan menggunakan angket dan observasi. Instrumen penelitian yang digunakan adalah angket keaktifan belajar sebagai *pretest* dan *posttest*. Analisis data dilakukan dengan uji normalitas Shapiro-Wilk dan uji hipotesis dengan uji *Mann-Whitney*. Sampel yang digunakan adalah kelas XI IPS 1 sebagai kelas eksperimen dan kelas XI IPS 3 sebagai kelas kontrol. Hasil penelitian menunjukan bahwa terdapat pengaruh penggunaan Model Pembelajaran *Teams Games Tournament* (TGT) Berbantuan Media *Question-Answer Card* terhadap keaktifan Belajar Siswa. Hal tersebut didasarkan pada hasil uji *Mann-Whitney* dengan nilai signifikansi $0,000 < 0,05$ sehingga Ho ditolak dan Ha diterima.

Kata kunci: pembelajaran sejarah, model *Teams Games Tournament* , keaktifan belajar

ABSTRACT

WANDA FAUJIAH, 2023. The Effect of the **Media Question-Answer Card Assisted Teams Games Tournament (TGT) Learning Model on the Learning Activeness of Class XI IPS 1 Students at SMA Negeri 7 Tasikmalaya (Quasi-Experiment in History Subject Specialization in Approach Materials and National Movement Strategies in Even Semester Academic Year 2022/2023)**. *Department of History Education, Faculty of Teacher Training and Education, Siliwangi University.*

The background of this research is the low student learning activity in history subject in class XI IPS SMA Negeri 7 Tasikmalaya. This is proven by the lack of activeness indicators, namely the lack of student involvement, lack of student learning interaction, and lack of problem solving processes in students. One of these problems needs to be overcome by using the Teams Games Tournament learning model. This study aims to determine the effect of using the Media Question-Answer Card Assisted Teams Games Tournament (TGT) Learning Model on the Learning Activeness of Class XI IPS 1 Students at SMA Negeri 7 Tasikmalaya (Quasi-Experiment in History Subject Specialization Material Approaches and Strategies for the National Movement Semester Even Academic Year 2022/2023). This study uses a quantitative approach to the experimental method. The design used was a quasi-experimental design with nonequivalent control group design. Data collection techniques were carried out using questionnaires and observation. The research instrument used was a learning activeness questionnaire as a pretest and posttest. Data analysis was performed with the Shapiro-Wilk normality test and hypothesis testing with the Mann-Whitney test. The sample used was class XI IPS 1 as the experimental class and class XI IPS 3 as the control class. The results showed that there was an effect of using the Question-Answer Card Assisted Media Question-Answer Card Learning Model on Student Learning Activeness. This is based on the results of the Mann-Whitney test with a significance value of 0.000 <0.05 so that Ho is rejected and Ha is accepted.

Keywords*: history learning, Teams Games Tournament model, learning activity*