

**MENINGKATKAN KEMAMPUAN BERPIKIR KRITIS ILMU PENGETAHUAN  
SOSIAL (IPS) MELALUI MODEL PEMBELAJARAN *TEAMS GAMES  
TOURNAMENT (TGT)* PADA SISWA KELAS IV SD**

(Penelitian Tindakan Kelas di SDN Pela Mampang 03 Pagi Jakarta Selatan)

(2019)

**INDAH ARI PRATIWI**

**ABSTRAK**

Penelitian tindakan kelas ini dilakukan untuk meningkatkan kemampuan berpikir kritis Ilmu Pengetahuan Sosial (IPS) melalui model pembelajaran *Teams Games Tournament (TGT)* pada peserta didik kelas IV SD. Penelitian tindakan kelas ini dilaksanakan di SDN SDN Pela Mampang 03 Pagi Jakarta Selatan. Subjek dari penelitian ini adalah peserta didik kelas IV yang berjumlah 23 peserta didik dengan 11 peserta didik laki-laki dan 12 peserta didik perempuan. Model penelitian tindakan kelas yang digunakan pada penelitian ini adalah model Kemmis dan Mc. Taggart dengan tahapan penelitian, yaitu perencanaan, tindakan, observasi, dan refleksi. Teknik pengumpulan data dalam penelitian ini adalah tes, observasi, dokumentasi, dan catatan lapangan. Penelitian ini dilakukan sebanyak II siklus setiap siklus terdiri dari 2 pertemuan dengan alokasi waktu setiap pertemuan 4x35 menit. Hasil penelitian yang diperoleh dari penelitian ini adalah peningkatan kemampuan berpikir kritis IPS melalui model pembelajaran *Teams Games Tournament (TGT)*. Kemampuan berpikir kritis IPS pada siklus I mencapai 65% dan pada siklus II meningkat menjadi 87%. Dengan demikian dapat disimpulkan kemampuan berpikir kritis Ilmu Pengetahuan Sosial dapat meningkat melalui model pembelajaran *Teams Games Tournament (TGT)*.

Kata kunci: Model Pembelajaran *Teams Games Tournament (TGT)*., kemampuan berpikir kritis IPS

**IMPROVING CRITICAL THINKING ABILITY OF SOCIAL KNOWLEDGE  
SCIENCE (IPS) THROUGH THE *TEAMS GAMES TOURNAMENT* (TGT)  
LEARNING MODEL OF FOUR GRADE IN ELEMENTARY SCHOOL**

( Classroom Action Research in Pela Mampang 03 Pagi State Elementary

School South Jakarta )

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**ABSTRACT**

This classroom action research was conducted to improve the critical thinking skills of Social Sciences (IPS) through the Teams Games Tournament (TGT) learning model for fourth grade students. This classroom action research was carried out at SDN Pela Mampang 03 Pagi South Jakarta. The subjects of this study were Grade IV students, amounting to 23 students with 11 male students and 12 female students. The class action research model used in this study is the Kemmis and Mc model. Taggart with the stages of research, namely planning, action, observation, and reflection. Data collection techniques in this study were tests, observations, documentation, and field notes. This research was conducted in two cycles each cycle consisting of 2 meetings with the allocation of time each meeting 4x35 minutes. The results of the study obtained from this study are the improvement of IPS critical thinking skills through the Teams Games Tournament (TGT) learning model. IPS critical thinking skills in the first cycle of the convex domain reached 65% and in the second cycle increased to 87%. Thus it can be concluded that the critical thinking skills of Social Sciences can be improved through the Teams Games Tournament (TGT) learning model.

Keywords: Teams Games Tournament (TGT) Learning Model, IPS critical thinking skills