

ABSTRAK

Raisya Fajriyah Mutmainah: “Pembelajaran Klasifikasi Makhluk Hidup melalui Model Kooperatif Tipe *Team Games Tournament* (TGT) Berbantu Media *Jumanji Boardgame* Untuk Meningkatkan Penguasaan Konsep dan Keterampilan Kolaborasi Siswa”

Keterampilan kolaborasi menjadi permasalahan yang guru IPA terkhusus pada materi biologi. Kurangnya keterampilan kolaborasi siswa terlihat dari aktivitas kelompok siswa yang kurang optimal dan berdampak pada penguasaan konsep kognitif siswa. Penelitian ini bertujuan untuk menganalisis perbedaan peningkatan penguasaan konsep dan keterampilan kolaborasi siswa dengan dan tanpa model TGT berbantu *jumanji boardgame* pada materi klasifikasi makhluk hidup. Penelitian ini menggunakan metode kuasi eksperimen dengan sampel 64 peserta didik kelas VII yang dibagi menjadi dua kelompok: kelompok eksperimen dengan model TGT dan kelas kontrol tanpa model TGT. Instrumen yang digunakan dalam penelitian ini adalah lembar observasi yang mencakup keterlaksanaan pembelajaran melalui aktivitas guru dan aktivitas peserta didik, tes penguasaan konsep berdasarkan taksonomi bloom dan lembar angket penilaian sesama teman keterampilan kolaborasi. Hasil penelitian menunjukkan bahwa model TGT berbantu *jumanji boardgame* meningkat yang lebih signifikan dengan nilai rata-rata pretest penguasaan konsep sebesar 40,8 dan posttest sebesar 76,8 dengan N-gain sebesar 0,608 (sedang). Keterampilan kolaborasi juga meningkat tiap indikatornya yang paling tinggi pada indikator kerjasama dengan rata-rata skor sebelum pembelajaran sebesar 2,0 (Dasar) meningkat menjadi 3,5 (Terlatih) setelah pembelajaran. Sedangkan pada kelas kontrol nilai pretest penguasaan konsep sebesar 39,3 dan posttest 65,5 dengan N-gain 0,434 (Sedang). pada keterampilan kolaborasi indikator kerjasama rata-rata skor kelas kontrol sebelum pembelajaran 2,5 (Dasar), hanya meningkat setelah pembelajaran menjadi 3,0 (Sedang). Berdasarkan hasil penelitian membuktikan bahwa terdapat perbedaan peningkatan penguasaan konsep dan keterampilan kolaborasi dengan dan tanpa menggunakan model pembelajaran kooperatif tipe Team Games Tournament (TGT) berbantu *jumanji boardgame* dengan uji hipotesis mann-whitney diperoleh signifikansi $0.00 < 0.05$, artinya H_0 ditolak dan H_1 diterima.

Kata Kunci: Penguasaan Konsep, Keterampilan Kolaborasi, TGT, *Jumanji Boardgame*, Klasifikasi Makhluk Hidup

ABSTRACT

Raisya Fajriyah Mutmainah: “Learning the Classification of Living Things through the Team Games Tournament (TGT) Cooperative Model Assisted by the Jumanji Board Game to Improve Students' Conceptual Understanding and Collaboration Skills”

Collaboration skills are a challenge for science teachers, particularly in biology. The lack of collaboration skills among students is evident in their suboptimal group activities, which impact their cognitive concept understanding. This study aims to analyze the differences in improvements in students' concept understanding and collaboration skills with and without the TGT model assisted by the Jumanji board game in the classification of living organisms material. This study employed a quasi-experimental method with a sample of 64 seventh-grade students divided into two groups: an experimental group using the TGT model and a control group without the TGT model. The instruments used in this study included an observation sheet covering the implementation of learning through teacher activities and student activities, a concept understanding test based on Bloom's taxonomy, and a peer assessment questionnaire for collaboration skills. The results showed that the TGT model assisted by the Jumanji board game increased significantly, with a pretest average concept mastery score of 40.8 and a posttest score of 76.8, with an N-gain of 0.608 (moderate). Collaboration skills also increased in each indicator, with the highest increase in the cooperation indicator, with an average pre-learning score of 2.0 (Basic) increasing to 3.5 (Trained) after learning. Meanwhile, in the control class, the pretest concept mastery score was 39.3 and the posttest score was 65.5 with an N-gain of 0.434 (Moderate). In terms of collaboration skills, the average cooperation indicator score of the control class before learning was 2.5 (Basic), which only increased after learning to 3.0 (Moderate). Based on the research results, it was proven that there was a difference in the increase in concept mastery and collaboration skills with and without using the Team Games Tournament (TGT) cooperative learning model assisted by the Jumanji board game. The Mann-Whitney hypothesis test obtained a significance of $0.00 < 0.05$, meaning that H_0 was rejected and H_1 was accepted.

Keywords: Conceptual Understanding, Collaborative Skills, TGT, Jumanji Board Game, Classification of Living Organisms