

ABSTRAK

AINI KHAIRUNNISA: “Pengaruh Model *Teams Games Tournament* Berbantu Media *Truth or Dare* Terhadap Keterampilan Berpikir Kritis Pada Materi Sistem Pertahanan Tubuh Manusia”.

Pembelajaran abad 21 menuntut peserta didik untuk memiliki keterampilan 4C salah satunya berpikir kritis. Untuk mencapai tuntutan tersebut model pembelajaran *Teams Games Tournament* berpeluang mampu membuat peserta dilibatkan aktif sekaligus melatih keterampilan berpikir kritisnya dengan media *Truth or Dare*. Penelitian ini bertujuan untuk menganalisis pengaruh, mendeskripsikan keterlaksanaan serta mendeskripsikan respon peserta didik melalui *Model Teams Games Tournament* berbantu *Truth Or Dare* pada sistem pertahanan tubuh terhadap keterampilan berpikir kritis. Pendekatan dalam penelitian ini yaitu kuantitatif dengan metode penelitian yang digunakan adalah *Quasi eksperimental* dengan desain *Pretest Post-test Non Equivalent Control Group Design*. Sampel dalam penelitian ini menggunakan teknik *purposive sampling*. Data hasil penelitian berupa nilai rata-rata keterampilan berpikir kritis penelitian kelas eksperimen yaitu sebesar 65, dan pada kelas kontrol yaitu 49. Hasil keterlaksanaan aktivitas guru dan peserta didik diperoleh baik, hasil respon peserta didik mendapat rata-rata persentase 79% yaitu interpretasi kuat dan Hasil Uji *Mann-Whitney* diperoleh nilai Sig. (2-Tailed) sebesar $0,000 < 0,005$ maka H_1 diterima). Maka disimpulkan terdapat pengaruh dengan model *teams games tournament* berbantu *truth or dare* pada materi sistem pertahanan tubuh terhadap keterampilan berpikir kritis.

Kata Kunci: Keterampilan Berpikir Kritis, Media *Truth or Dare*, Model *Teams Games Tournament*, Sistem Pertahanan Tubuh.



ABSTRACT

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21st-century learning requires students to have 4C skills, one of which is critical thinking. To achieve these demands, the Teams Games Tournament learning model has the opportunity to be able to make participants actively involved and at the same time practice their critical thinking skills with Truth or Dare media. This study aims to analyze the effect, describe the implementation and describe the response of students through the Teams Games Tournament Model assisted by Truth Or Dare on the body's defense system against critical thinking skills. The approach in this research is quantitative with the research method used being quasi-experimental with Pretest Post-test Non-Equivalent Control Group Design. The sample in this study used a purposive sampling technique. The research data is the average value of critical thinking skills in experimental class research, which is 65, and in the control class is 49. The results of the implementation of teacher and student activities are good, the results of student responses get an average percentage of 79%, namely strong interpretation, and The Mann-Whitney test results obtained a Sig. (2-Tailed) value of $0.000 < 0.005$ then H_1 is accepted). So it was concluded that there was an influence with the team's games tournament model with the help of truth or dare on the material of the body's defense system on critical thinking skills.

Kata Kunci: *Body Defense System, Critical Thinking Skills, Media Truth or Dare, Teams Games Tournament Model.*

