

## ABSTRAK

### **PENERAPAN MODEL KOOPERATIF *TEAMS GAMES TOURNAMENT* (TGT) BERBANTUAN MEDIA PAPAN FLANEL UNTUK MENINGKATKAN KEMAMPUAN MEMBACA PERMULAAN SISWA KELAS 2 DI SD NEGERI 1 ABANG BATUDINDING 2024/2025.**

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Penelitian ini bertujuan untuk meningkatkan kemampuan membaca pemula siswa kelas II SD Negeri 1 Abang Batudinding melalui penerapan model pembelajaran kooperatif *Teams Games Tournament* (TGT) berbantuan media papan flanel. Permasalahan yang dihadapi adalah rendahnya kemampuan membaca awal siswa, yang terlihat dari rendahnya persentase ketuntasan belajar pada mata pelajaran Bahasa Indonesia. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus, masing-masing terdiri dari tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi, dengan subjek sebanyak 27 siswa kelas II. Teknik pengumpulan data meliputi observasi, tes unjuk kerja membaca, dan dokumentasi, sedangkan analisis data dilakukan secara deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan adanya peningkatan kemampuan membaca siswa dari pra-siklus ke siklus II, dengan rata-rata nilai meningkat dari 65,37 pada pra-siklus menjadi 68,33 pada siklus I, dan 84,26 pada siklus II. Persentase ketuntasan belajar juga meningkat dari 52% (pra-siklus), 59% (siklus I), hingga mencapai 85% pada siklus II. Dengan demikian, penerapan model TGT berbantuan media papan flanel terbukti efektif dalam meningkatkan kemampuan membaca pemula siswa kelas II di SD Negeri 1 Abang Batudinding.

**Kata Kunci** : *Teams Games Tournamnet*, papan planel, hasil belajar, kemampuan membaca

## ABSTRACT

### **The Implementation of the Cooperative Learning Model Teams Games Tournament (TGT) Assisted by Flannel Board Media to Improve Early Reading Skills of Second-Grade Students at SD Negeri 1 Abang Batudinding in the Academic Year 2024/2025.**

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This study aims to improve the early reading skills of second-grade students at SD Negeri 1 Abang Batudinding through the implementation of the cooperative learning model Teams Games Tournament (TGT) assisted by flannel board media. The problem addressed in this research is the low level of students' early reading ability, as indicated by the low percentage of learning mastery in Indonesian language subjects. This research is a Classroom Action Research (CAR) conducted in two cycles, each consisting of planning, implementation, observation, and reflection stages, involving 27 second-grade students as subjects. Data were collected through observation, performance-based reading tests, and documentation, and were analyzed using descriptive qualitative and quantitative methods. The results showed an improvement in students' reading abilities from the pre-cycle to the second cycle, with the average reading scores increasing from 65.37 (pre-cycle) to 68.33 (cycle I), and reaching 84.26 (cycle II). The percentage of learning mastery also rose from 52% in the pre-cycle, to 59% in cycle I, and 85% in cycle II. Thus, the implementation of the TGT model assisted by flannel board media proved effective in enhancing the early reading skills of second-grade students at SD Negeri 1 Abang Batudinding.

**Keywords:** Teams Games Tournament, flannel board, learning outcomes, reading skills.