**ABSTRAK**

**Dewi Charisma, Ayu.** 2020. Efektifitas Model Pembelajaran Kooperatif Tipe Teams Games Tournament Berbantuan Media Question Card Terhadap Kemampuan Pemecahan Masalah Matematika Kelas V Sekolah Dasar. **Anwar Ardani, M.Pd**

**Kata kunci** : model pembelajaran, media question card, kemampuan pemecahan masalah

Penelitian ini dilatarbelakangi oleh. Kemampuan pemecahan masalah matematika siswa masih rendah. Tujuan penelitian ini adalah untuk mengetahui rata-rata kemampuan pemecahan masalah matematika siswa menggunakan model pembelajaran *Teams Games Tournament* berbantuan media *Question Card* lebih baik dari rata-rata kemampuan pemecahan masalah matematika siswa dengan pembelajaran konvensional dan untuk mengetahui kemampuan pemecahan masalah matematika siswa menggunakan model pembelajaran *Teams Games Tournament* dengan berbantuan media *Question Card* mencapai KKM. Jenis penelitian ini adalah penelitian kuantitatif atau metode kuantitatif, penedektan penelitian ini menggunakan *Posttes-Only Control Desaign*. Teknik pengumpulan data menggunakan wawancara, observasi, dokumentasi dan tes, sedangkan analisi data menggunkan Uji Normalitas, Uji Homogenitas, Uji Hipotesis 1, Uji Hipotesis II meliputi Uji ketuntasan Individual dan Uji ketuntasan klasikal. Hasil penelitian ini yaitu, model pemebelajaran yang diajarkan dengan model kooperatif tipe *Teams Games Tournament* lebih baik dari pada model pembelajaran konvensional, dan melampaui KKM, jadi dapat disimpulkan bahwa pembelajaran dengan model pembelajaran kooperatif tipe Teams Games Tournament lebih efektif dari model pembelajaran konvensional.

**ABSTRACT**

**Dewi Charisma, Ayu**. 2020. The Effectiveness of the Cooperative Learning Model Type Teams Games Tournament Assisted by Question Card Media on the Ability to Solve Math problems in Grade V Elementary Schools. **Anwar Ardani, M.Pd**

**Keywords** Learning Model**,** Media Question Card, problem sloving ability

This research was motivated by the ability of students to solve math problems which was still low. The purpose of this study was to determine the average mathematical problem sloving ability of students using the Teams Games Tournament model with the help of Quetion card media, the better the average mathematical problem sloving ability of students with conventional learning and to find the students mathematical problem sloving abilities using the teams games tournament learning model with the help of the question card media to reach KKM. This type of research was quantitative research approach byusing posstes-only control desaign. Data collection techniques used normality test, homogeneity test, hypothesis I test and hypothesis II which includesd individual completeness test and classical completeness test. The result of this study was that teams games tournament cooperative model was than better the conventional model and excedded the KKM. This it can be concluded that learning with a cooperative model, the type of teams games tournament, was more effective than the conventional learning model.