

ABSTRAK

HAMDAN YUSUP BATUBARA. Pengaruh Metode *Role playing* Terhadap Hasil Belajar Penjas Siswa Kelas IV SD Mardliatul Islamiyah T.A. 2024/2025.

Penelitian ini dilakukan dengan tujuan untuk mengetahui pengaruh metode *role playing* terhadap hasil belajar Penjas siswa kelas IV SD Mardliatul Islamiyah tahun ajaran 2024/2025. Penelitian ini merupakan jenis penelitian eksperimen dengan metode quasi eksperimental research. Alat pengumpulan data yang digunakan adalah tes pilihan ganda sebanyak 20 soal. Subjek dalam penelitian ini menggunakan 2 kelas yaitu siswa kelas IV-a dan kelas IV-b. Masing-masing kelas berjumlah 20 siswa. Teknik analisis data meliputi uji normalitas, uji homogenitas, dan uji hipotesis. Uji normalitas pretes posttest kelas kontrol dan eksperimen mendapatkan hasil nilai $p > 0,05$ sehingga data bersifat homogen. Kemudian uji hipotesis dengan kriteria pengujian $H_0 \text{ Sig} < 0,05$ mendapatkan hasil nilai $\text{sig } 0,000 < 0,05$. Dengan demikian hal ini membuktikan bahwa H_0 ditolak dan H_a diterima sehingga disimpulkan metode Role Playing berpengaruh dalam peningkatan hasil belajar Penjas siswa kelas IV SD Negeri Mardliatul Islamiyah.

Kata Kunci: Role Playing, Hasil Belajar, Penjas

ABSTRACT

HAMDAN YUSUP BATUBARA. The Influence of Role Playing Method on Physical Education Learning Outcomes of Grade IV Students of Mardliatul Islamiyah Elementary School in the 2024/2025 Academic Year

This study was conducted with the aim of determining the effect of the Role Playing method on the learning outcomes of Physical Education students of grade IV of Mardliatul Islamiyah Elementary School in the 2024/2025 academic year. This study is a type of experimental research with a quasi-experimental research method. The data collection tool used was a multiple-choice test of 20 questions. The subjects in this study used 2 classes, namely grade IV-a and grade IV-b students. Each class consists of 20 students. Data analysis techniques include normality tests, homogeneity tests, and hypothesis tests. The normality test of the pretest posttest of the control and experimental classes obtained a p value > 0.05 so that the data is homogeneous. Then the hypothesis test with the H_0 Sig < 0.05 testing criteria obtained a sig value of $0.000 < 0.05$. Thus, this proves that H_0 is rejected and H_a is accepted, so it is concluded that the Role Playing method has an effect on improving the learning outcomes of Physical Education students of grade IV of Mardliatul Islamiyah Elementary School.

Keyword: Role Playing, Learning Outcomes, Physical Education

