

ABSTRAK

SELY NOVIANTI HUTASOIT. Pengaruh Pembelajaran *Role Playing* Berbantuan PPT Terhadap Hasil Belajar IPAS Kelas V SD 030290 Pungan Nauli Kecamatan Sitinjo Kabupaten Dairi. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024

Penelitian ini bertujuan untuk mengetahui pembelajaran *role playing* berbantuan ppt berbantuan ppt terhadap hasil belajar IPAS kelas V SD 030290 Pungan Nauli. Teknik Pengambilan sampel dalam penelitian ini menggunakan purposive sampling dan dipilih satu kelas menjadi kelas eksperimen, yaitu V-C sebanyak 22 orang. Jenis penelitian dilakukan adalah penelitian eksperimen dengan one group pretest – posttest design. Pengumpulan data dilakukan menggunakan tes pilihan berganda sebanyak 20 butir soal yang sudah memenuhi syarat pengujian instrument. Berdasarkan tes yang dilakukan, diperoleh nilai rata-rata pada tes awal adalah 45,68. Sedangkan pada tes akhir, diperoleh nilai rata-rata sebesar 78,18. Dari hal tersebut, diketahui terjadi peningkatan hasil belajar. Berdasarkan uji hipotesis, diketahui bahwa $t_{hitung} = 14,138$ dan $t_{tabel} = 1,720$. Dari data tersebut dapat diketahui $t_{hitung} > t_{tabel}$ yaitu $14,138 > 1,720$, hal ini berarti H_a diterima maka terdapat pengaruh yang signifikan dari penggunaan metode pembelajaran *role playing* berbantuan ppt terhadap hasil belajar IPAS Kelas V SD 030290 Pungan Nauli.

Kata Kunci : Metode Pembelajaran *Role Playing*, PPT, Hasil Belajar

ABSTRACT

SELY NOVIANTI HUTASOIT. The Effect of PPT-Assisted Role Playing Learning on the Learning Outcomes of Social Studies of Grade V of Elementary School 030290 Punguan Nauli, Sitinjo District, Dairi. Skripsi. Medan: Faculty of Education, State University of Medan, 2024

This study aims to determine the role playing learning assisted by ppt assisted by ppt on the learning outcomes of science in grade V of SD 030290 Punguan Nauli. The sampling technique in this study used purposive sampling and one class was selected as an experimental class, namely V-C as many as 22 people. The type of research conducted was experimental research with one group pretest - posttest design. Data collection was carried out using a multiple choice test of 20 questions that had met the requirements for instrument testing. Based on the tests conducted, the average value obtained in the initial test was 45.68. While in the final test, the average value obtained was 78.18. From this, it is known that there was an increase in learning outcomes. Based on the hypothesis test, it is known that $t_{(count)} = 14.138$ and $t_{(table)} = 1.720$. From the data, it can be seen that $t_{(count)} > t_{(table)}$ which is $14.138 > 1.720$, this means that H_a is accepted, so there is a significant influence of the use of the role playing learning method assisted by ppt on the learning outcomes of Class V Science at SD 030290 Punguan Nauli.

Keywords: Role Playing Learning Method, PPT, Learning Outcomes