

**MENINGKATKAN HASIL BELAJAR DAN AKTIVITAS SISWA  
MELALUI MODEL PEMBELAJARAN KOOPERATIF TIPE  
ROLE PLAYING PADA PEMBELAJARAN BIOLOGI  
DI KELAS XI IPA<sub>2</sub> SMA N 3 PANYABUNGAN  
TAHUN PEMBELAJARAN 2011 / 2012**

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ABSTRAK**

Penelitian ini bertujuan untuk meningkatkan hasil belajar dan aktivitas siswa pada pembelajaran biologi dengan model pembelajaran kooperatif tipe *role playing* di kelas XI IPA 2 SMA Negeri 3 Panyabungan Tahun Pembelajaran 2011/2012. Penelitian ini dilaksanakan pada April - Mei 2012.

Metode penelitian mengikuti kaidah penelitian tindakan kelas. Subjek penelitian adalah siswa kelas XI IPA 2 SMA Negeri 3 Panyabungan yang berjumlah 39 orang. Penelitian dilakukan dengan 2 siklus, dan setiap siklus terdiri dari 1 kali pertemuan. Pada setiap siklus diadakan tes hasil belajar dalam bentuk pilihan berganda berjumlah 20 butir soal.

Hasil penelitian menunjukkan terjadi peningkatan hasil belajar siswa dari siklus I ke siklus II. Rata-rata hasil belajar siswa pada siklus I adalah 53,33 dan nilai ketuntasan belajar klasikal 76,92% (tidak tuntas). Rata-rata hasil belajar siswa pada siklus II adalah 75,13 dan nilai ketuntasan klasikal 79,49% (tuntas). Jadi, terjadi peningkatan hasil belajar biologi siswa sebesar 21,8%. Sedangkan aktivitas siswa pada siklus I 68,59% dan pada siklus II 81,59%. Jadi, terjadi peningkatan aktivitas siswa sebesar 13%. Model pembelajaran kooperatif tipe *role playing* dapat meningkatkan hasil belajar biologi dan aktivitas siswa di kelas XI IPA 2 SMA Negeri 3 Panyabungan Tahun Pembelajaran 2011/2012.

Kata kunci: hasil belajar, aktivitas siswa, kooperatif tipe *role playing*, siklus

**UPGRADING OF THE STUDENT ACHIEVEMENT AND ACTIVITY  
WITH KOOPERATIF MODEL AT *ROLE PLAYING* TIPE AT  
BIOLOGY ACADEMIC IN XI IPA<sub>2</sub> CLASS OF SMA  
N 3 PANYABUNGAN IN ACADEMIC  
YEAR 2011 / 2012**

**EPI LISTIANA HASIBUAN (NIM 408141059)  
ABSTRACT**

This study aims to upgrading the students achievement and activity with a model of learning kooperatif at *role playing* tipe in the classroom XI IPA 2 SMA Negeri 3 Panyabungan Academic Year 2011/2012. The study was conducted in April - May 2012.

Research methods followed the rules of classroom action research. Subject in this research was all student of XI IPA 2 class of SMA Negeri 3 Panyabungan which consisted of 39 student people. The study was conducted with 2 cycles, and each cycle consisted of 1 meeting. At each cycle of learning outcomes tests are held in the form of 20 item multiple-choice questions.

The results showed an increase in student learning outcomes from cycle I to cycle II. Average student learning outcomes in the cycle I was 53.33 and the value of classical learning exhaustiveness 76.92% (not complete). Average student learning outcomes in the second cycle was 75.13 and the value of 79.49% completeness classical (complete). Therefore, there was the upgrading of student achievement until to 21.8%. Meanwhile, student activity upgrade that average value of first cycle was 68.59% and average value of second cycle was 81.59%. Therefore, there was the upgrading of student activity until to 13%. That this model of learning kooperatif at *role playing* tipe can be applied for improving students biology achievement and activity in XI IPA 2 class of SMA Negeri 3 Panyabungan in Academic Year 2011/2012.

Key words: achievement, student activity, kooperatif at *role playing*, cycle