THE DIFFERENCE OF STUDENTS' ACHIEVEMENT AND RETENTION THROUGH IMPLEMENTING ROLE PLAYING MODEL WITH ANIMATION VIDEO AND PICTURE AS MEDIA LEARNING ON HUMAN EXCRETORY SYSTEM TOPIC IN SMA NEGERI 3 MEDAN

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ABSTRACT

This quasi experimental study has purpose to investigate whether there is a significant difference between using picture compared those to animation video as media learning on students' achievement and retention through implementing role playing model in human excretory system in SMA Negeri 3 Medan. The study involve two experimental classes which are implemented by role playing model but difference media using. Both classes are consisted with 42 number of students with same number of students' achievement statically. Bloom cognitive test instrument was given to students for students' cognitive and retention result. Meanwhile the students' achievement get from average of cognitive, affective and psychomotoric. The affective and psychomotoric result get from the evaluation based on rubric which evaluated when role playing was on going. As the result there is significant difference of students' achievement between using picture and animation video in role playing model with 0.01 significance level (t_{count} = 10.015> t_{table} = 2.6371). The mean of students' achievement score in role playing model with picture is 33 points then the picture does. The study also get result that there is significant difference of students' retention between using picture and animation video in role playig model with 0.01 significance level (t_{count} = 5.45 > t_{table} = 2.7012). As the result of retention calculation, the picture as media learning had result 98.63% (1.37% of memory lossing) and percentage of retention is 119.22%. These data retention show that the retention rate of students after treatment are excellent categorized.

Keywords: *Role Playing Model, Animation Video, Picture, Students' Achievement, Students' Retention*