

ABSTRAK

Abd. Naim Telaumbanua. Peningkatan Hasil Belajar Siswa Melalui Penerapan Model *Role Playing* di Kelas II-A SD Negeri 10047 Sei Alim Ulu Kabupaten Asahan. Tesis. Program Pascasarjana Universitas Negeri Medan. 2011.

Penelitian ini didasarkan pada rendahnya hasil belajar siswa kelas II-A SD Negeri 010047 Sei Alim Ulu pada beberapa kompetensi dasar yang disebabkan oleh orientasi pembelajaran masih berpusat pada guru, metodologi yang didominasi *ekspositori*, dan pendekatan yang masih bersifat *tekstual*. Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar siswa dengan menerapkan model *role playing* pada pembelajaran tema "Aktivitas Keluarga" yang mengaitkan beberapa kompetensi dasar dari mata pelajaran PKn, Bahasa Indonesia, Matematika, dan IPS.

Penelitian ini merupakan penelitian tindakan kelas yang dilaksanakan dalam dua siklus. Siklus pertama dilaksanakan dalam empat kali pertemuan dan siklus kedua dengan dua kali pertemuan. Setiap pertemuan berlokasi waktu 6x35 menit. Setiap siklus dilalui dengan kegiatan perencanaan tindakan, pelaksanaan tindakan, observasi proses dan hasil belajar, serta kegiatan refleksi.

Setelah data dikumpulkan melalui observasi dan ulangan harian serta dianalisis, indikator keberhasilan tindakan telah tercapai secara signifikan pada siklus kedua. Berdasarkan indikator keberhasilan tindakan diperoleh hasil penelitian berupa keterlaksanaan model *role playing* dan peningkatan hasil belajar siswa. Keterlaksanaan model *role playing* pada pembelajaran tema "Aktivitas Keluarga" di kelas II-A SD Negeri 010047 Sei Alim Ulu Kecamatan Air Batu Kabupaten Asahan tahun pelajaran 2010/2011 berkategori "baik", yaitu tahapan-tahapan dan aktivitas setiap tahapan dalam struktur pembelajaran *role playing* terlaksana dengan benar dan sesuai urutan. Kategori ini diperoleh dari hasil konversi nilai observasi keterlaksanaan model *role playing* yaitu rata-rata nilai 92 pada siklus I dan 97 pada siklus II. Peningkatan hasil belajar yang diperoleh melalui nilai ulangan harian beberapa kompetensi dasar cukup signifikan dengan penerapan model *role playing* pada pembelajaran tema "Aktivitas Keluarga", yaitu: 1) rata-rata nilai KD 3.2 *Menghargai suara terbanyak (mayoritas)* pada mata pelajaran PKn adalah 86,46 dengan ketuntasan 90%; 2) rata-rata nilai KD 5.2 *Menceritakan kembali isi dongeng yang didengarnya* pada mata pelajaran Bahasa Indonesia adalah 80,71 dengan ketuntasan 87%; 3) rata-rata nilai KD 6.1 *Mendeskripsikan tumbuhan atau binatang di sekitar sesuai ciri-cirinya dengan menggunakan kalimat yang mudah dipahami orang lain* pada mata pelajaran Bahasa Indonesia adalah 80,26 dengan ketuntasan 82%; 4) rata-rata nilai KD 3.2 *Melakukan pembagian bilangan dua angka* pada mata pelajaran Matematika adalah 93,33 dengan ketuntasan 92%; dan 5) rata-rata nilai KD 2.1 *Mendeskripsikan kedudukan dan peran anggota keluarga* pada mata pelajaran IPS adalah 84,67 dengan ketuntasan 92%.

ABSTRACT

Abd. Naim Tetaumbanua. Using Role Playing Model to improve students' learning achievement of grade II-A in SD Negeri 10047 Sei Alim Ulu Kabupaten Asahan. Thesis. Postgraduate Program of State University of Medan. 2011.

The study has been done due to the low achievement of the students of grade II-A in SD Negeri 10047 Sei Alim Ulu in some basic competence. It was caused by learning orientation used in class is teacher-centered learning and dominated with expository and textual approach. This study aimed to improve students' learning achievement by using Role Playing Model for learning about "Family's Activities" which related to some basic competence in some subjects which are Civic Studies, Indonesian Studies, Mathematics, and Social Studies.

This study was classroom action research (CAR) which was done with two cycles. The first cycle was done with four meetings while the second cycle was only two meetings. The time allotment for the first cycle is 6 x 35 minutes. Each cycle had the four components of CAR which were lesson planning, implementing, observing and reflecting.

After collecting data by using observation and having daily test which was analyzed, the success indicator was achieved in the second cycle. The success indicator shown that Role Playing Model was applied and there was an improvement of students' achievement. The application of Role Playing Model in learning theme "Family Activities" for grade II-A in SD Negeri 10047 Sei Alim Ulu Kabupaten Asahan academic year 2010/2011 was categorized "good". It meant that the steps and activities in each component were done well and in sequence. The category was produced from converting the score is 92 as the average score of the first cycle and 97 as the average score of second cycle. The improvement of the achievement was taken from daily tests of some basic competence which is significant with the application of Role Playing Model for theme "Family Activities". Here they are: 1) the average score of basic competence 3.2 "to respect the majority vote" in Civic Studies was 86.46 and exceeding the grade level expectation 90%; 2) the average score of basic competence 5.2 "to retell stories that you have heard" in Indonesian Studies was 80.71 and exceeding the grade level expectation 87%; 3) the average score of basic competence 6.1 "to describe the characteristics plants or animals using a sentence that was easily to understand" in Indonesian Studies was 80.26 and exceeding the grade level expectation 82%; 4) the average score of basic competence 3.2 "to divide two digits of numbers" in Mathematics was 93.33 and exceeding the grade level expectation 92%; and 5) the average score of basic competence 2.1 "to describe the position and roles of each member of family" in Social Studies was 84.67 and exceeding the grade level expectation 92%.