

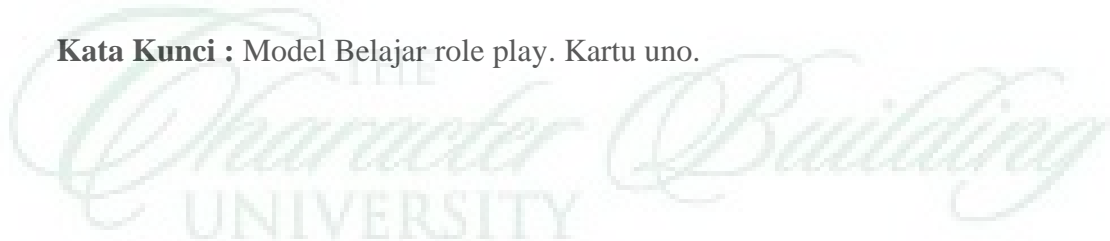
ABSTRAK

Martha Ulina Gultom. NIM 8196122005. Pengembangan Model Pembelajaran Role Play Melalui Kartu Uno di TK Tri Sakti Lubuk Pakam. Program Pascasarjana Magister Teknologi Pendidikan. Universitas Negeri Medan.

Tujuan penelitian ini untuk (1) Mengetahui model role play melalui kartu uno layak digunakan pada tingkat TK di sekolah Tri Sakti Lubuk Pakam.(2) mengetahui model role play melalui kartu uno layak digunakan pada tingkat TK di sekolah Tri Sakti Lubuk Pakam. Jenis Penelitian ini adalah penelitian *R & D* dengan menggunakan model pengembangan ADDIE. Adapun subjek dari penelitian ini terdiri dari satu orang ahli materi, satu orang ahli model pembelajaran, satu orang ahli desain pembelajaran, dan siswa TK Tri Sakti Lubuk Pakam yang berjumlah 60 orang. Sebagai objek dalam penelitian ini respon siswa terhadap model pembelajaran dan tes hasil belajar siswa.

Hasil penelitian menunjukkan (1) uji ahli materi pembelajaran berada pada klasifikasi sangat baik (88,24%), (2) uji ahli model pembelajaran berada pada klasifikasi sangat baik (95,56%), (3) uji ahli desain pembelajaran berada pada klasifikasi sangat baik (95%). Berdasarkan hasil tes belajar diketahui rata-rata nilai kelas kontrol sebesar 68 dan kelas eksperimen sebesar 85 dan kedua kelas memiliki selisih nilai sebesar 17. Hasil Pengajuan Hipotesis membuktikan bahwa (1) model belajar role play melalui kartu uno layak digunakan (2) terdapat perbedaan yang signifikan antara hasil belajar siswa yang menggunakan model belajar role play melalui kartu uno dengan hasil belajar siswa yang tidak menggunakan model belajar role play melalui kartu uno. Hal ini ditunjukkan dengan hasil pengolahan data pada hasil posttest diperoleh harga $t_{hitung} = 10,691$ Pada taraf signifikan ($\alpha = 0,05$) dengan dk 58 diperoleh $t_{tabel} = 1,167$ sehingga $t_{hitung} > t_{tabel}$. Efektivitas rata-rata hasil belajar pada penggunaan model belajar role play melalui kartu uno sebesar 73 %, Sedangkan Kelompok siswa yang tidak menggunakan model belajar role play melalui kartu uno sebesar 36%. Dari data ini membuktikan bahwa penggunaan model belajar role play melalui kartu uno lebih efektif dalam meningkatkan pengetahuan dan hasil belajar siswa pada pembelajaran pengenalan angka daripada tanpa menggunakan model belajar.

Kata Kunci : Model Belajar role play. Kartu uno.



ABSTRACT

Martha Ulina Gultom. NIM 8196122005. Development of a Role Play Learning Model Through Uno Cards in Tri Sakti Lubuk Pakam Kindergarten. Educational Technology Masters Postgraduate Program. Universitas Negeri Medan.

The purpose of this study was to (1) find out the role play model through the Uno card is appropriate for use at the kindergarten level at the Tri Sakti Lubuk Pakam school. (2) find out the role play model through the uno card is appropriate for use at the kindergarten level at the Tri Sakti Lubuk Pakam school. This type of research is research R & D by using the ADDIE development model. The subjects of this study consisted of one material expert, one learning model expert, one learning design expert, and 60 students of Tri Sakti Kindergarten Lubuk Pakam. As an object in this research, students' responses to learning models and student learning outcomes tests.

The results showed (1) the expert test of learning materials was in the very good classification (88.24%), (2) the learning model expert test was in the very good classification (95.56%), (3) the learning design expert test was in very good classification (95%). Based on the results of the learning tests, it is known that the average value of the control class is 68 and the experimental class is 85 and the two classes have a difference in value of 17. The results of the hypothesis submission prove that (1) the role play learning model through uno cards is feasible to use (2) there is a significant difference There is a significant difference between the learning outcomes of students who use the role play learning model through Uno cards and the learning outcomes of students who do not use the role play learning model through Uno cards. This is indicated by the results of data processing on the posttest results obtained by the value of $t_{count} = 10.691$ At the significant level ($\alpha = 0.05$) with $dk = 58$ obtained $t_{table} = 1,167$ until $t_{count} > t_{table}$. The average effectiveness of learning outcomes in using the role play learning model through Uno cards is 73%, while the group of students who do not use the role play learning model through Uno cards is 36%. From this data it proves that the use of the role play learning model through uno cards is more effective in increasing knowledge and student learning outcomes in learning number recognition than without using the learning model..

Keywords : Role-play Learning Model. Uno card.

