

ABSTRAK**UPAYA MENINGKATKAN KEAKTIFAN DAN PEMAHAMAN SISWA
DALAM PEMBELAJARAN MATERI MEMBUAT JURNAL UMUM PADA
PERUSAHAAN JASA MELALUI PENERAPAN MODEL PEMBELAJARAN
ROLE PLAYING PADA SISWA KELAS XI IPS 3 SMA PANGUDI LUHUR
YOGYAKARTA**

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Tujuan penelitian ini adalah untuk meningkatkan keaktifan dan pemahaman siswa kelas XI IPS 3 SMA Pangudi Luhur Yogyakarta dalam pembelajaran materi membuat jurnal umum pada perusahaan jasa melalui penerapan model pembelajaran *role playing*.

Jenis penelitian ini adalah penelitian tindakan kelas. Penelitian dilaksanakan pada bulan Mei 2017 di kelas XI IPS 3 SMA Pangudi Luhur Yogyakarta. Data dikumpulkan dengan observasi, wawancara, *post-test*, kuesioner, dan dokumentasi. Penelitian ini dilaksanakan dalam dua siklus, yang masing-masing siklus terdapat lima tahap, meliputi : perencanaan, tindakan, observasi, evaluasi dan refleksi. Data dianalisis menggunakan analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan bahwa penerapan model pembelajaran *role playing* dapat meningkatkan keaktifan dan pemahaman siswa dalam materi jurnal umum pada perusahaan jasa. Peningkatan terjadi pada siswa yang termasuk kategori cukup aktif yaitu sebesar 8,3%. Pada siklus pertama terdapat 12 siswa atau 35% siswa cukup aktif, sedangkan pada siklus kedua terdapat 13 siswa atau 38% siswa cukup aktif. Peningkatan juga terjadi pada kategori siswa yang aktif yaitu sebesar 23,08%. Pada siklus pertama terdapat 13 siswa atau 38% siswa yang aktif, sedangkan pada siklus kedua terdapat 16 siswa atau 47% siswa yang aktif. Selain itu pemahaman siswa juga meningkat. Hal ini tampak dari peningkatan jumlah siswa yang mampu mencapai kriteria ketuntasan minimal pada siklus pertama dan siklus kedua. Pada siklus pertama hanya 13 siswa atau 38% siswa yang mencapai nilai KKM. Namun pada siklus kedua, seluruh siswa (34 siswa atau 100% siswa) mencapai nilai KKM. Artinya terjadi peningkatan sebesar 161% ($\frac{21}{13} \times 100\%$).

ABSTRACT

THE EFFORT OF DEVELOPING THE ACTIVITY AND STUDENT'S UNDERSTANDING IN LEARNING GENERAL JOURNAL FOR SERVICE COMPANY THROUGH THE IMPLEMENTATION OF ROLE PLAYING LEARNING MODEL ON THE ELEVENTH GRADE STUDENTS OF SMA PANGUDI LUHUR YOGYAKARTA

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The purpose of this research is to increase the activity and student's understanding of the eleventh grade students of SMA Pangudi Luhur Yogyakarta in learning general journal for service company through a role playing learning model.

This is a classroom action research. It was done in May 2017 in the eleventh grade students of SMA Pangudi Luhur Yogyakarta. Data collection technique were observation, interview, post-test, questionnaire, and documentation. This research was divided into two cycles. Each cycle consisted of five stages including planning, action, observation, evaluation and reflection. Data analysis technique were descriptive analysis and comparative analysis.

This research shows that the implementation of the role playing learning model can develop the activity and understanding of students in general journal material for service company. The development belongs to quite active category, it is 8,3%. In the first cycle, there were 12 students or 35% were quite active students. Meanwhile, in the second cycle, there were 13 students or 38% were quite active students. The development belonged to active category. It was 23,08%. In the first cycle, there were 13 students or 38% were active students. Meanwhile, in the second cycle, there were 16 students or 47% were active students. Moreover, students' understanding also improved. It was shown through the development of students' percentage that were able to achieve minimum requirement criteria in both first and second cycle. In the first cycle, there were 13 students or 38% who reached KKM score. However, in the second cycle all students (34 students or 100%) reached KKM score. As a conclusion, the development was 161% ($21/13 \times 100\%$).