

ABSTRAK

Rosa Ratri Kusuma Hariningsih, 2018. PENERAPAN MODEL PEMBELAJARAN SOSIODRAMA (ROLE PLAYING) PADA POKOK BAHASAN ARITMETIKA SOSIAL UNTUK SISWA KELAS VII A DI SMP SUSTERAN PURWOKERTO TAHUN AJARAN 2017/2018. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Penelitian ini bertujuan (1) mengetahui efektivitas model pembelajaran sosiodrama (*role playing*) untuk mengembangkan keterampilan hidup dan berkarir, (2) mengetahui apakah model sosiodrama (*role playing*) mampu mengarahkan siswa memiliki keterampilan hidup dan berkarir ditinjau dari aspek sikap, keterampilan dan pengetahuan.

Subyek penelitian ini adalah siswa kelas VIIA SMP Susteran Purwokerto dengan jumlah siswa sebanyak 21 siswa. Penelitian ini dilaksanakan pada semester II tahun pelajaran 2017/2018 dengan materi Aritmetika Sosial. Jenis penelitian ini adalah penelitian deskriptif-kualitatif. Penelitian dilaksanakan selama 2 minggu. Sebelum melaksanakan penelitian, siswa diberikan materi terlebih dahulu mengenai keuntungan, kerugian, persentase keuntungan dan persentase kerugian. Dalam penelitian ini dilakukan 1 kali sesi permainan jual beli dan siswa memainkan peran sesuai dengan pembagian tugasnya yaitu sebagai penjual atau pembeli. Data yang dibutuhkan dalam penelitian ini adalah data sikap, keterampilan, tes pengetahuan siswa. Data sikap siswa diperoleh melalui pengisian kuisioner setelah melaksanakan permainan jual beli. Data keterampilan siswa diperoleh melalui pengamatan dengan lembar observasi. Data pengetahuan siswa diperoleh melalui tes tertulis.

Hasil penelitian menunjukkan bahwa (1) Model pembelajaran sosiodrama efektif digunakan untuk mengembangkan keterampilan hidup dan berkarir secara lebih khusus dalam memainkan peran sebagai penjual dan pembeli. (2) Model pembelajaran sosiodrama mampu mengarahkan siswa dalam mengembangkan keterampilan hidup dan berkarir ditinjau dari aspek sikap, keterampilan dan pengetahuan (a) Sikap siswa setelah mengikuti pelajaran dengan menggunakan model sosiodrama "Sangat Positif". Hal ini nampak dari hasil nilai seluruh siswa yaitu 76,2%. (b) Hasil observasi keterampilan seluruh siswa saat mengikuti pembelajaran tampak bahwa dalam memainkan peran sebagai penjual dan pembeli menunjukkan kriteria "Sangat Tinggi". Hal ini diperoleh dari hasil siswa yang menunjukkan hasil 76,19%. (c) Hasil belajar tes pengetahuan siswa dalam mengikuti pembelajaran masuk pada kriteria "Tinggi". Hal ini didukung dengan hasil rata-rata nilai tes pengetahuan yaitu 75,07. Jika didasarkan pada pedoman standar nilai KKM sekolah, nilai tes pengetahuan seluruh siswa sudah berhasil mencapai KKM.

Kata-kata kunci: Efektivitas, Model Pembelajaran Sosiodrama (*Role Playing*)

ABSTRACT

Rosa Ratri Kusuma Hariningsih, 2018. APPLICATION OF SOCIO DRAMA LEARNING MODEL (ROLE PLAYING) ON SOCIAL ARITMATICS LEARNING MATERIAL FOR VII A STUDENTS OF SMP SUSTERAN PURWOKERTO ACADEMIC YEAR 2017/2018. Mathematics Education Study Program, Department Of Mathematics And Natural Sciences Education, Faculty Of Teacher And Training And Education, Sanata Dharma University Yogyakarta.

This research aims to (1) determine the effectivity of Socio drama learning model (roleplay) to develop the life and careers skills, (2) know whether Socio drama learning model (roleplay) able to direct the students to have the life and careers skills based of from the attitude, skill, and knowledge aspects.

The subject of this research was VII A students of SMP Susteran Purwokerto with 21 students. This research was conducted in the second semester academic year 2017/2018 with Social Aritmatics learning material. The type of this research was descriptive-qualitative research. The research was conducted for 2 weeks. Before conducting the research, the students were given a learning material about profit, loss, profit percentage, loss percentage. In this research, there was 1 session for buying and selling roleplay. The students played the role based on the division tasks that were as seller or buyer. The required data of this research were students' attitude, skill, and knowledge test. The students' attitude data were gathered through the questionnaire after carrying out the buyer and seller roleplay. The students' skill data were gathered through the observations using the observation sheet. The students' knowledge data were gathered through a written test.

The research results showed that (1) Socio drama learning model was effective to develop students' life skills and careers especially in playing the role of a seller and buyer. (2) Socio drama learning model able to direct the students to develop the life and careers skills reviewed from the attitude, skill, and knowledge aspects. (a) The students' attitude after following the lesson using Socio drama learning model was "Very Positive". It was seen from the result of the students' score with 76.2%. (b) The result of students' skills observation during the activity showed that in playing the role of seller and buyer, the criteria were "Very High". It showed from the students' observation result with 76.19%. (c) The result of knowledge test in following the lesson categorized as "High". This result was supported by the average score of knowledge test that was 75.07%. If was based on the school's minimum criteria of learning mastery, all students knowledge test scores successfully passed the minimum criteria.

Keywords: Effectivity, Socio drama learning model (roleplay)