

PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

ABSTRAK

PENINGKATAN PRESTASI BELAJAR MATEMATIKA DALAM MENYELESAIKAN SOAL CERITA TENTANG BILANGAN BULAT MELALUI METODE BERMAIN PERAN BAGI SISWA KELAS V DI SD KANISIUS TOTOGAN SEMESTER 1 TAHUN AJARAN 2010/2011

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Penelitian ini bertujuan untuk mengetahui apakah metode bermain peran dapat meningkatkan prestasi belajar dalam mata pelajaran matematika dengan materi bilangan bulat pada siswa kelas V semester 1 SD Kanisius Totogan tahun ajaran 2010/2011.

Prestasi belajar pada siswa kelas V di SD Kanisius Totogan dalam mata pelajaran Matematika dinilai masih rendah begitu juga pemahaman siswa akan soal cerita. Ini dapat dilihat dari nilai rata-rata kelas saat pretes yaitu hanya mencapai 53,91 dan siswa yang mencapai KKM atau dengan nilai ≥ 61 hanya 7 siswa atau 39,13 %. Pemecahan masalah tentang rendahnya prestasi siswa di kelas V SD Kanisius Totogan pada mata pelajaran Matematika adalah salah satunya dengan menggunakan metode bermain peran.

Penelitian ini dilakukan dalam 2 siklus terhadap 23 siswa. Setiap siklus dalam penelitian ini terdiri dari 2 kali pertemuan. Siklus I dengan metode bermain peran dengan petunjuk guru, siklus II dengan metode bermain peran tanpa petunjuk guru. Teknik pengumpulan data dengan tes tertulis yang dilakukan setiap akhir siklus. Tingkat prestasi siswa dinyatakan dalam pencapaian nilai rata-rata siswa dan prosentase pencapaian nilai KKM.

Berdasarkan hasil analisis dan pembahasan data yang diperoleh dari prasiklus hingga siklus II, diperoleh kenaikan prestasi siswa secara rata-rata sebesar 21%. Siswa yang pada saat pretest memiliki skor tertinggi, pada saat posttest mengalami peningkatan sebesar 10 %. Sedangkan siswa pada saat pretest memiliki skor terendah pada saat posttest mengalami peningkatan sebesar 40%. Hasil ini didukung oleh probabilitas hasil uji t yaitu $= 0,000$ atau $< 0,05$ yang berarti bahwa adanya peningkatan prestasi yang signifikan setelah penggunaan metode pembelajaran bermain peran. Hal ini berarti hipotesis penelitian yang berbunyi metode pembelajaran bermain peran berpengaruh terhadap peningkatan prestasi Matematika siswa SD Kanisius Totogan dalam pokok bahasan operasi bilangan bulat diterima.

Kata kunci : metode bermain peran, pembelajaran matematika, prestasi belajar matematika

ABSTRACT

**THE IMPROVEMENT OF MATHEMATICS LEARNING
ACHIEVEMENT IN SOLVING STORY PROBLEMS ABOUT INTEGERS
THROUGH ROLE PLAY METHOD FOR FIFTH GRADE STUDENTS IN
KANISIUS TOTOGAN ELEMENTARY SCHOOL IN THE FIRST
SEMESTER OF ACADEMIC YEAR 2010/2011**

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The aim of this study was to determine whether the role-play method could improve achievement in math with integers materials in grade V, semester 1 SD Kanisius Totogan in the academic year 2010/2011.

Learning achievement in grade V in SD Kanisius Totogan in Mathematics was low as well as students' understanding about the story problems. It can be seen from the average score of the current class pretest that was only 53,91 and the students who achieved the KKM (≥ 61) were only 7 students or 39,13%. One of the methods of solving the problem of low Mathematics achievement in the fifth grade at the elementary school Kanisius Totogan was by using role playing.

The research was conducted in two cycles by using 23 students. Each cycle in this study consisted of two sessions. The first cycle used role play method with the instructions given by the teacher, while the second cycle was conducted without teacher guidance. Data collection was conducted with a written test given at the end of the each cycle. Level of student achievement was expressed in the attainment of higher average achievement of students and the percentage of the students who could pass the KKM.

Based on the analysis and discussion of the data obtained from the precycle to the second cycle, it was found that the student achievement increased on average by 21%. The increase of score from pretest to posttest of the students who obtained the highest score in the pretest was 10 %. The increase of score from pretest to posttest of the students who obtained the lowest score in the pretest was 40 %. These results were supported by the probability value of the t test = 0.000 or <0.05 , which means that there was a significant increase in performance after using the method of role playing. This means that the hypothesis of the study which said that the method of role playing had an influential role in the increase of mathematics achievement of elementary school students in the Kanisius Totogan elementary school on the topic of integer operations was accepted.

Keywords: method of role playing, learning mathematics, mathematics learning achievement.