

ABSTRAK

Dewi, Tias Mahesti. 2013. *Peningkatan Keaktifan dan Prestasi Belajar IPS Menggunakan Metode Role Play pada Siswa Kelas IV SD Negeri Daratan Tahun Ajaran 2012/2013*. Skripsi. Program Studi PGSD Universitas Sanata Dharma.

Penelitian ini bertujuan untuk mengetahui (1) bagaimana penggunaan metode *role play* dalam upaya peningkatan keaktifan dan prestasi belajar IPS, (2) apakah metode *role play* dapat meningkatkan keaktifan belajar, dan (3) apakah metode *role play* dapat meningkatkan prestasi belajar mata pelajaran IPS materi perkembangan teknologi kelas IV SD Negeri Daratan tahun ajaran 2012/2013.

Penelitian ini merupakan penelitian tindakan kelas (PTK) dengan 2 siklus. Subjek penelitian ini adalah siswa kelas IV SD Negeri Daratan tahun ajaran 2012/2013 yang berjumlah 15 siswa. Objek penelitian ini adalah peningkatan keaktifan dan prestasi belajar siswa pada mata pelajaran IPS materi perkembangan teknologi menggunakan metode *role play*. Data diperoleh dengan tes tertulis, observasi, dan didukung dengan wawancara. Data yang diperoleh dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa: (1) Penggunaan metode *role play* dalam upaya peningkatan keaktifan dan prestasi belajar IPS dilaksanakan melalui langkah perencanaan dan persiapan, interaksi, refleksi dan evaluasi *role play*. (2) Penerapan metode *role play* dapat meningkatkan keaktifan belajar, hal ini terlihat dari data awal persentase siswa aktif sebesar 28,65%. Setelah dilakukan tindakan siklus I persentase jumlah siswa yang aktif meningkat menjadi 73% yang menunjukkan kriteria aktif. Pada siklus II persentase jumlah siswa yang aktif meningkat menjadi 91,4 % yang menunjukkan kriteria sangat aktif. (3) Penerapan metode *role play* dapat meningkatkan prestasi belajar, hal ini terlihat dari kondisi awal nilai rata-rata siswa 68,91 dan persentase siswa yang mencapai KKM rendah yaitu 46,875 %. Setelah dilakukan tindakan siklus I, nilai rata-rata siswa meningkat menjadi 75 dan persentase siswa yang mencapai KKM menjadi 86,67%. Pada siklus II rata-rata siswa meningkat menjadi 84,35 dan persentase siswa yang mencapai KKM menjadi 100%. Penelitian ini dapat meningkatkan keaktifan dan prestasi belajar siswa.

Kata kunci : keaktifan, prestasi belajar, metode *role play*.

ABSTRACT

Dewi, Tias Mahesti. 2013. *Increased Students' Active Participations and Learning Achievements in Social Science Using Role Play Method of Grade IV Students in Daratan Elementary School in the Academic Year of 2012/2013*. Thesis. Elementary Teacher Education Sanata Dharma University.

This research was aimed to know (1) how to use role play method to increased student's active participation and learning achievement in social science, (2) whether role play method can increased student's learning participation and (3) whether role play method can increased student's learning achievement in social science about technology development for grade IV of Daratan Elementary School in the academic year of 2012/2013.

This research was an action research using two steps. The research subjects were 15 students of grade IV of Daratan Elementary school academic year of 2012/2013. The objective of the research was improving students' participation and learning achievement on social science about technology development using role play method. The data collections were done through pre-test, observation, and interview. The data then analyzed using descriptive method.

The result of the research showed; (1) the use of role play method to increase students participations and learning achievements in social subject through planning, preparation, interaction, reflection, and role play evaluation. (2) the implementations of role play method were able to increased the students' active participation. This fact showed by the improvement of students' active participation from 28, 65% before the action done into 73% after the cycle one applied. In the cycle two, the percentage of students active participation improved into 91, 4% meant that they were very active, (3) the implementations of role play method were able to increased students' learning achievements. Before the research conducted, the percentage of students which passed the minimum score requirement were low at about 68, 91%. Their average score were also low at about 68,91. After the cycle one conducted, students' average score improved into 75 and the percentage of minimum score requirement also increased into 86,67%. In the cycle two, their average score improved into 84, 35, and all of the students could pass the minimum score requirements with the percentage 100%. It could be concluded that the research was able to increased students' active participations and learning achievement.

Keywords: being active, learning achievements, role play method.