

ABSTRAK

Restyaningsih, Margareta Ika. 2013. Peningkatan Minat dan Prestasi Belajar IPS Siswa Kelas III SD Kanisius Ganjuran Tahun Ajaran 2012/2013 dengan Menerapkan Metode *Role Play*.

Penelitian ini bertujuan untuk: (1) mengetahui bagaimana penerapan *role play* dalam upaya meningkatkan minat dan prestasi belajar siswa kelas III SD Kanisius Ganjuran, (2) mengetahui apakah ada peningkatan minat belajar siswa dalam pelajaran IPS dengan menerapkan metode *role play* pada siswa kelas III SD Kanisius Ganjuran, dan (3) mengetahui apakah ada peningkatan prestasi belajar siswa dalam pelajaran IPS dengan menerapkan metode *role play* pada siswa kelas III SD Kanisius Ganjuran

Jenis penelitian ini adalah Penelitian Tindakan Kelas dengan model penelitian Kurt Lewin. Subjek penelitian ini adalah siswa kelas III SD Kanisius Ganjuran yang berjumlah 32 siswa dengan 21 siswa perempuan dan 11 siswa laki-laki. Instrumen yang digunakan dalam penelitian ini adalah soal evaluasi yang digunakan untuk mengukur prestasi belajar siswa dan lembar observasi yang digunakan untuk mengukur minat belajar siswa. Teknik analisis data yang digunakan adalah analisis dekriptif.

Hasil penelitian menunjukkan bahwa (1) penerapan metode *role play* dilakukan dengan langkah: membuat skenario pembelajaran, memberitahukan kepada siswa, membagi siswa kelompok, memberikan penjelasan tentang aturan main, memberitahukan skenario, melaksanakan *role play*, pembahasan dan diskusi mengenai pembelajaran, evaluasi, refleksi; (2) penerapan metode *role play* dapat meningkatkan minat siswa terbukti dari skor siswa yaitu kondisi awal 62,90 meningkat pada siklus I menjadi 70,40 dan meningkat lagi pada siklus II sebesar 85,80; (3) penerapan metode *role play* dapat meningkatkan prestasi belajar siswa, terlihat pada rata-rata nilai hasil evaluasi dari kondisi awal 65,00 meningkat pada siklus I menjadi 82,00 dan meningkat lagi menjadi 90,90, persentase siswa yang mencapai KKM mengalami peningkatan dari kondisi awal 48,00% meningkat pada siklus I menjadi 93,75% dan meningkat lagi pada siklus II menjadi 96,80%. Berdasarkan data tersebut maka dapat disimpulkan bahwa penggunaan metode *role play* dapat meningkatkan minat dan prestasi belajar IPS siswa kelas III SD Kanisius Ganjuran.

Kata kunci: metode *role play*, minat dan prestasi belajar, mata pelajaran IPS

ABSTRACT

Restyaningsih, Margareta Ika. 2013. The improvement of learning social study subject's interest and achievement by implementing the role play method for 3rd grade students of Kanisius Ganjuran Elementary School Year 2012/2013

The aims of this research were: (1) to know how the implementation of role play to improve the interest and the achievement of learning social study subject for third grade students of Kanisius Ganjuran Elementary School (2) to know if there was an improvement of the interest on social study subject by implementing the role play method to the third grade students of Kanisius Ganjuran Elementary School, and (3) to know if there was an improvement of the achievement on social study subject by implementing the role play method to the third grade students of Kanisius Ganjuran Elementary School.

The type of this research was classroom action research by using Kurt Lewin's model. The subjects of this research were 32 students of 3rd grade that consisted of 21 female and 11 male students at Kanisius Ganjuran Elementary School. The instrument of this research used evaluation tasks to measure the students' achievement and observation sheets to measure the students' interest in learning social study subject. The data analysis technique used descriptive analysis.

The research result showed that (1) the implementation role play method was conducted by some steps: made learning scenario, told the students, divided the students into groups, gave the explanations about the game rules, told the scenario of doing role play, studied and discussed the learning, evaluation and reflection; (2) the implementation of role play method was able to improve the students' interest, it was proven from the students' scores which on initial condition was 62,90 then improving to first cycle became 70,40 and improving again to second cycle to be 85,80; (3) implementation of role play method was able to improve the students' achievement, it was proven on average of evaluation results from 65,00 of initial condition, became 82,00 on first cycle and became 90,90, the students' percentage that achieved Criteria of Minimum Completeness improved from 48,00% of initial condition became 93,75% on first cycle and it could be concluded that using role play method was able to improve the interest and achievement of learning social study subject of third grade students at Kanisius Ganjuran Elementary School.

Key words: role play method, interest and achievement of learning, social study subject.