

ABSTRAK

PENERAPAN METODE BERMAIN PERAN (*ROLE PLAYING*) UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK PADA MATA PELAJARAN IPA TENTANG SISTEM TATA SURYA KELAS VI DI SD NEGERI 2 BUNUTIN

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Penelitian ini bertujuan untuk meningkatkan hasil belajar siswa pada mata pelajaran IPA khususnya tentang sistem tata surya dengan menggunakan metode bermain peran (*role playing*) pada siswa kelas VI di SD Negeri 2 Bunutin. Penelitian ini termasuk dalam kategori penelitian tindakan kelas yang dilakukan dalam dua siklus. Setiap siklus meliputi tahap perencanaan, pelaksanaan tindakan, pengamatan, dan refleksi. Subjek penelitian terdiri dari 10 siswa kelas VI SD Negeri 2 Bunutin. Data dianalisis menggunakan pendekatan kualitatif, dengan teknik pengumpulan data melalui observasi, wawancara, dokumentasi, dan tes. Hasil penelitian menunjukkan bahwa penerapan metode bermain peran (*role playing*) berhasil meningkatkan hasil belajar siswa tentang sistem tata surya. Hal ini dibuktikan dengan peningkatan nilai rata-rata evaluasi pembelajaran, yaitu dari 48% pada prasiklus, menjadi 67% pada siklus pertama, dan meningkat lagi menjadi 81% pada siklus kedua. Kesimpulan penelitian ini adalah metode bermain peran (*role playing*) efektif dalam meningkatkan hasil belajar sistem tata surya pada siswa kelas VI SD Negeri 2 Bunutin.

Kata-kata kunci : Metode Bermain Peran, Hasil Belajar, IPA, Sistem Tata Surya

ABSTRACT

IMPLEMENTATION OF ROLE PLAYING METHOD TO IMPROVE STUDENTS' LEARNING OUTCOMES IN THE SCIENCE SUBJECT ON THE SOLAR SYSTEM IN GRADE VI AT STATE ELEMENTARY SCHOOL 2 BUNUTIN

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This study aims to improve students' learning outcomes in the science subject, specifically about the solar system, by using the role-playing method with sixth-grade students at SD Negeri 2 Bunutin. The research is categorized as classroom action research conducted in two cycles. Each cycle consists of the stages of planning, action implementation, observation, and reflection. The research subjects were 10 sixth-grade students at SD Negeri 2 Bunutin. Data were analyzed using a qualitative approach, with data collection techniques including observation, interviews, documentation, and tests. The results indicate that the application of the role-playing method successfully enhanced students' learning outcomes regarding the solar system. This is evidenced by the improvement in the average evaluation scores, which increased from 48% in the pre-cycle, to 67% in the first cycle, and further to 81% in the second cycle. The conclusion of this study is that the role-playing method is effective in improving the learning outcomes of the solar system topic for sixth-grade students at SD Negeri 2 Bunutin.

Key words: Role Playing Method, Learning Outcomes, Science, Solar System