

Rachmawan, Arif. 2017. *Penggunaan Media Permainan Smart Snake and Ladders untuk Mengidentifikasi Unsur-Unsur Teks Drama Anak pada Siswa Kelas VI SDN Glagga 2 Arosbaya*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : (1) Wahid Khoirul Ikhwan, S.Pd., M.Pd. (2) Ira Fatmawati, S.S., M.Pd.

ABSTRAK

Berdasarkan hasil pengamatan di SDN Glagga 2 Arosbaya ditemui gejala-gejala atau fenomena khususnya pada pelajaran bahasa Indonesia seperti rendahnya kemampuan siswa dalam mengidentifikasi unsur-unsur teks drama anak. Kurangnya pemahaman siswa dalam memahami unsur-unsur yang terdapat dalam teks drama anak. Seperti anak tidak dapat menyebutkan tema, alur, dan sebagainya. Siswa kurang keinginannya untuk bertanya pada guru dalam menentukan unsur-unsur teks drama anak. Oleh karena itu peneliti tertarik melakukan penelitian dalam kemampuan belajar siswa dengan penggunaan media permainan *smart snake and ladders*. Penelitian ini bertujuan untuk mengetahui penggunaan media permainan *smart snake and ladders* untuk mengidentifikasi unsur-unsur teks drama anak. Penelitian menggunakan pendekatan kualitatif deskriptif dan dilaksanakan di SDN Glagga 2 Arosbaya tahun ajaran 2015/2016. Pengumpulan data menggunakan observasi, wawancara dan dokumentasi. Hasil penelitian pelaksanaan pembelajaran mengidentifikasi unsur-unsur teks drama anak menggunakan media *smart snake and ladders* berjalan dengan lancar. Aktivitas siswa dalam mengikuti proses pembelajaran yaitu siswa menjadi lebih semangat dan kondusif. Berdasarkan hasil penelitian dapat disimpulkan bahwa penggunaan media *smart snake and ladders* dapat memaksimalkan proses pembelajaran pada materi mengidentifikasi unsur-unsur teks drama anak.

Kata kunci: media permainan, *smart snake and ladders*, drama anak.

Rachmawan, Arif. 2017. *The Use of Smart Snake and Ladders Game Media to Identify The Elements of Children Drama Text in Sixth Grade Students of SDN Glagga 2 Arosbaya*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisors: (1) Wahid Khoirul Ikhwan, S.Pd., M.Pd. (2) Ira Fatmawati, S.S., M.Pd.

ABSTRACT

Based on the observation results in SDN Glagga 2 Arosbaya, it is found the symptoms or phenomena, especially in Indonesian subjects such as the low ability of students in identifying the elements of children drama text. Students do not understand the elements contained in children drama text. For instance, students cannot mention the theme, plot, and so on. Students have less desire to ask teacher in defining elements of children drama text. Therefore, the writer is interested to conduct a study in students' learning ability by using smart snake and ladders game media. This study has an objective to know the use of smart snake and ladders game media in identifying the elements of children drama text. This study uses qualitative descriptive approach and it is conducted in SDN Glagga 2 Arosbaya in academic year of 2015/2016. The collecting data uses observation, interview, and documentation. The analysis results show that the implementation of learning to identify the elements of children drama text by using smart snake and ladders media is running well. Students' activities in attending the learning process are students become more enthusiastic and conducive. Based on the analysis results, it can be concluded that the use of smart snake and ladders media can maximize the learning process in the material of identifying the elements of children drama text.

Keywords: game media, smart snake and ladders, children drama.