

Ervina Dinul Khoyimah. 2017. *Profil Kemampuan Kognitif Siswa Berdasarkan Taksonomi Bloom pada Materi Pokok Pecahan Berbantuan Media Komik Berbasis Role Playing Siswa Kelas V SDN Gili Timur 1*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: (1) Priyono Tri Febrianto, S.Sos., M.Si. (2) Indah Setyo Wardhani, S.Pd., M.Pd.

ABSTRAK

Penelitian ini menggunakan pendekatan deskriptif kuantitatif dengan tujuan untuk mengetahui profil kemampuan kognitif siswa berdasarkan taksonomi Bloom pada materi pokok pecahan berbantuan media komik berbasis *role playing* siswa kelas V SDN Gili Timur 1. Teknik pengumpulan data menggunakan observasi, wawancara, tes dan dokumentasi. Berdasarkan hasil observasi di SDN Gili Timur 1 diketahui permasalahan khususnya pada pelajaran matematika seperti rendahnya kemampuan berpikir siswa terhadap materi pokok pecahan. Berdasarkan hasil penelitian bahwa pembelajaran matematika berbantuan media komik berbasis *role playing* dapat mempermudah pemahaman siswa pada materi pokok pecahan. Profil kemampuan kognitif siswa berdasarkan taksonomi Bloom pada materi pokok pecahan berbantuan media komik berbasis *role playing* siswa kelas V SDN Gili Timur 1 yaitu terdiri dari kemampuan kognitif tingkatan C1 (pengetahuan), C2 (pemahaman), dan C4 (analisis).

Kata kunci: *Profil Kemampuan Kognitif, Media Komik, Pecahan, Role Playing*

Ervina Dinul Khoyimah. 2017. *Profile of Student's Cognitive Ability Based on Bloom's Taxonomy in subject of Fraction Assisted by Media of Comic Based on Role Playing Student in Fifth Grade of SDN Gili Timur 1*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: (1) Priyono Tri Febrianto, S.Sos., M.Si. (2) Indah Setyo Wardhani, S.Pd., M.Pd.

ABSTRAK

This research used descriptive quantitative approach. The purpose of this study is to know profile of student's cognitive ability based on bloom's taxonomy in subject of fraction assisted by media of comic based on role playing student in fifth grade of SDN Gili Timur 1. Method of collecting data were observation, interview, test and documentation. Based on observations in SDN Gili Timur 1 found the symptoms or phenomena, especially in mathematics lesson such as the low ability of students to think about subject of fraction. Based on the result of the research found that learning mathematics assisted by media of comic based on role playing student could facilitate students' understanding in subject of fraction. The profile of students' cognitive ability based on bloom's taxonomy in subject of fraction assisted by media of comic based on role playing student in fifth grade of SDN Gili Timur 1 consisted of C1 (knowledge), C2 (comprehension), and C4 (analysis).

Kata kunci: *Profile of Cognitive Ability, Media of Comic, Fraction , Role Playing*