

Rizka Ainun Jariyah. 2015. Pengaruh Metode Pembelajaran Bermain Peran (*Role-Playing*) Terhadap Motivasi Dan Hasil Belajar Siswa Pada Pembelajaran Tema "Sehat Itu Penting" Kelas V SDN Demangan 1 Bangkalan. Skripsi Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Eva Ari Wahyuni, S.Pd., M.Si, Pembimbing II: Fatimatul Munawaroh, S.Si., M.Si.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran pendekatan saintifik dengan metode bermain peran (*role-playing*) pada pembelajaran tema “sehat itu penting” kelas V SDN Demangan 1 terhadap motivasi dan hasil belajar siswa. Penelitian ini merupakan penelitian eksperimen dengan bentuk *True Experimental Design* yang terdapat dua kelompok dan dipilih secara random. Kelas eksperimen dengan pembelajaran pendekatan saintifik menggunakan metode bermain peran dan kelas kontrol dengan pembelajaran pendekatan saintifik menggunakan metode diskusi-ceramah. Pada pengujian kenormalan dan homogenitas kedua sampel, dikatakan bahwa sampel berasal dari siswa yang berdistribusi normal dan varians homogen. Pada pengujian kesamaan dua rata-rata nilai *pretest* motivasi dan hasil belajar siswa, dikatakan motivasi dan hasil belajar awal siswa kedua sampel adalah sama. Pengujian hipotesis *posttest* motivasi belajar kedua sampel diperoleh nilai $t_{hitung} = 6,379 > t_{tabel} = 1,999$. Pengujian hipotesis hasil belajar *posttest* diperoleh nilai $t_{hitung} = 4,077 > t_{tabel} = 1,999$ dengan taraf signifikan $\alpha = 0,05$, terdapat perbedaan antara motivasi dan hasil belajar siswa kelas eksperimen dan kelas kontrol. Dapat disimpulkan pembelajaran saintifik metode bermain peran pada pembelajaran tema “sehat itu penting” dapat mempengaruhi motivasi dan hasil belajar siswa.

Kata kunci: Metode pembelajaran bermain peran (*role-playing*), motivasi belajar dan hasil belajar

Rizka Ainun Jariyah. 2015. The Influence Of Role Playing Learning Method Toward The Student Motivation And Learning Result In A Learning Theme “Healthy Is Important” Of Class V At Demangan 1 State Elementary School Bangkalan. Thesis, Education upon of Elemntary Schol Teacher Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor I: Eva Ari Wahyuni, S.Pd., M.Si, Advisor II: Fatimatul Munawaroh, S.Si., M.Si.

ABSTRACT

This study is aimed to understand about the influence of scientific approach learning by using role playing method in the theme learning of “healthy is important” of class V at Demangan 1 state elementary school toward the student motivation and learning result. This study is an experimental study in a kind of True Experimental Design which has two groups that are chosen randomly. The experimental class with the scientific approach learning using role playing method and the control class with the scientific approach learning using communicative discussion. In the normalized test and homogeneity of the two samples, it can be stated that sample comes from the students who are normally distributed and included into homogenous variant. In the similarity two average test of student motivation and learning result value, it is stated that the early student motivation and learning result of the two samples are equal. From the posttest hypothesis test of student motivation and learning result for the two samples, it is obtained a value of $t_{\text{count}} = 6,379 > t_{\text{table}} = 1,999$. From the posttest hypothesis test of learning result is obtained a value of $t_{\text{count}} = 4,077 > t_{\text{table}} = 1,999$ with the significancy level of $\alpha = 0,05$, there is a difference between student motivation and learning result of experimental class and control class. It can be concluded scientific approach learning of role playing method in the theme learning of “healthy is important” can influence the student motivation and learning result.

Keywords: **Role playing learning method, learning motivation and result**