

ABSTRAK

Intan Durrotul Awaliah. NIM: H.1810946. Pengaruh Model Pembelajaran *Role Playing* dengan Bantuan Media Konkret Terhadap Hasil Belajar Matematika Siswa Kelas IV SDN Caringin 02. **Skripsi Pendidikan Guru Sekolah Dasar, Fakultas Agama Islam dan Pendidikan Guru, Universitas Djuanda Bogor. 2022.**

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Role Playing* dengan bantuan media konkret terhadap hasil belajar matematika siswa kelas IV SDN Caringin 02. Jenis penelitian ini adalah penelitian eksperimen semu dengan *nonequivalent posttest-only control group design*. Subjek penelitian adalah siswa kelas IV-A dan IV-B SDN Caringin 02. Kelas IV-A dengan jumlah 25 siswa merupakan kelas eksperimen dan kelas IV-B dengan jumlah 24 siswa merupakan kelas kontrol. Teknik pengumpulan data menggunakan observasi dan tes. Instrumen yang digunakan berupa *posttest* soal. Analisis data menggunakan statistik deskriptif dan inferensial parametrik dengan bantuan SPSS 29 *for windows*. Hasil belajar matematika siswa pada kelas eksperimen (IV-A) yang diberikan perlakuan menggunakan model pembelajaran *Role Playing* memperoleh nilai rata-rata *posttest* 79,40 dan hasil belajar matematika siswa pada kelas kontrol (IV-B) yang diberi perlakuan dengan menggunakan pembelajaran konvensional memperoleh nilai rata-rata *posttest* 68,54. Berdasarkan hasil uji t (*Independent Sample t-Test*) dimana memperoleh nilai signifikansi lebih kecil dari 0,05 yaitu $0,006 < 0,05$ yang berarti H_0 ditolak dan H_1 diterima yaitu terdapat rata-rata *posttest* pada kelas eksperimen lebih tinggi dari kelas kontrol. Berdasarkan analisis data, dapat disimpulkan bahwa terdapat pengaruh signifikan penggunaan model pembelajaran *Role Playing* dengan bantuan media konkret terhadap hasil belajar matematika siswa kelas IV SDN Caringin 02.

Kata kunci: *role playing*, hasil belajar

ABSTRACT

Intan Durrotul Awaliah. NIM: H.1810946. *Effect Role Playing Model with concrete media assistance on mathematics learning outcomes of 4th graders at SDN Caringin 02. Thesis of Elementary School Teacher Education, Faculty of Islamic Religion and Teacher Education, Djuanda University, Bogor. 2022.*

This study aims to determine the effect of the Role Playing model with the concrete media on the mathematics learning outcomes of 4th graders at SDN Caringin 02. This type of research is a quasi-experimental study with the nonequivalent posttest-only control group design. The study subjects were students of class IV-A and IV-B SDN Caringin 02. IV-A with a total of 25 students in an experimental class and IV-B with a total of 24 students being control class. Data collection techniques using observation and test. The instrument using posttest questions. The data analysis used descriptive statistics and parametric inferential with SPSS 29 for windows. The mathematics learning outcomes of students in the experimental class (IV-A) who were given treatment using the Role Playing learning model obtained an average posttest score of 79,40 and the mathematics learning outcomes of students in the control class (IV-B) who were treated using conventional learning obtained the posttest mean score is 68,54. Based on the results of the t test (Independent Sample t-Test) which obtained a significance value of less than 0,05, namely $0,006 < 0,05$ which means that H_0 is rejected and H_1 is accepted, namely that there is an average posttest in the experimental class is higher than the control class. Based on data analysis, it can be concluded that there is a significant effect of using the Role Playing learning model with the help of concrete media on the mathematics learning outcomes of 4th grade students at SDN Caringin 02.

Keywords: Role Playing, Learning Outcomes