ABSTRAK

Novan Dwi, 2024. Pengaruh Model Pembelajaran *Role playing* Berbantuan Media Wayang Kreasi Terhadap Peningkatan Hasil Belajar Kognitif IPAS Siswa SD. Skripsi. Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd. (II) Vivi Rulviana, M.Pd

Masalah dalam penelitian ini yaitu rendahnya hasil belajar kognitif IPAS pada siswa SD khususnya di kelas IV. Penelitian ini bertujuan untuk mendeskripsikan pengaruh model pembelajaran *role playing* dengan berbantuan media wayang kreasi terhadap peningkatan hasil belajar kognitif IPAS siswa SD. Metode penelitian yang digunakan yaitu quasi eksperimen dengan menggunakan desain penelitian posttest only control group design. Populasi dalam penelitian ini adalah seluruh siswa kelas IV A dan IV B dengan jumlah 28 siswa. Penentuan sampel penelitian diambil dengan menggunakan teknik sampling jenuh, dimana semua populasi digunakan sebagai sampel. Teknik pengumpulan data pada penelitian ini menggunakan tes dan non tes berupa dokumentasi dan observasi. Hasil penelitian serta pembahasan menunjukkan bahwa hasil pre test siswa di kelas kontrol dengan menggunakan metode pembelajaran konvensional diperoleh nilai rata-rata 53,42, sedangkan hasil post tes siswa di kelas eksperimen dengan menggunakan model pembelajaran *role playing* dengan berbantuan media wayang kreasi diperoleh nilai rata-rata 87,57. Berdasarkan analisis data yang telah dilakukan, dapat diketahui bahwa nilai t tabel yaitu 2,055. Hasil tersebut juga dapat diperoleh dengan melihat dari uji shapiro wilk di kelas kontrol dengan sig sebesar 0,038 sedangkan di kelas eksperimen diperoleh sig sebesar 0,247. Berdasarkan hasil analisis data dalam penelitian ini menunjukkan bahwa data berdistribusi normal serta Ho ditolak H1 diterima, membuktikan bahwa adanya pengaruh yang signifikan dari penggunaan model *role playing* berbantuan media wayang kreasi terhadap peningkatan hasil belajar kognitif IPAS pada siswa SD.

Kata Kunci : Model *Role playing*, Media Wayang Kreasi, Hasil Belajar Kognitif IPAS.

ABSTRACT

Novan Dwi, 2024. The Influence of the *Role playing* Learning Model Assisted by Creative Puppet Media on Increasing the Cognitive Science Learning Outcomes of Elementary School Students. Thesis. Elementary School Teacher Education, FKIP, PGRI Madiun University. Supervisor (I) Dr. Endang Sri Maruti, M.Pd. (II) Vivi Rulviana, M.Pd.

The problem in this research is the low cognitive science learning outcomes for elementary school students, especially in class IV. This research aims to describe the influence of the *role playing* learning model with the help of creative wayang media on improving the science and science cognitive learning outcomes of elementary school students. The research method used is quasi-experimental using a posttest only control group design. The population in this study were all students in class IV A and IV B with a total of 28 students. The research sample was determined using a saturated sampling technique, where the entire population was used as a sample. Data collection techniques in this research used tests and non-tests in the form of documentation and observation. The results of the research and discussion show that the pre-test results of students in the control class using conventional learning methods obtained an average score of 53.42, while the post-test results of students in the experimental class using the *role playing* learning model with the help of creative wayang media obtained an average score of 53.42. average 87.57. Based on the data analysis that has been carried out, it can be seen that the t table value is 2.055. These results can also be obtained by looking at the Shapiro Wilk test in the control class with a sig of 0.038, while in the experimental class the sig was 0.247. Based on the results of data analysis in this study, it shows that the data is normally distributed and Ho is rejected. H1 is accepted, proving that there is a significant influence from the use of *role playing* models assisted by creative wayang media on improving science and science cognitive learning outcomes in elementary school students.

Keywords: *Role playing* Model, Creative Puppet Media, Cognitive Science Learning Results.