ABSTRAK

Sucipto, 2024, Meningkatkan Kemampuan Bercerita melalui Metode *Role Playing* dan Media Audio-visual Pada Siswa Kelas III SDN 04 Cepoko Kecamatan Ngrayun Kabupaten Ponorogo, Tesis. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Program Magister, Pascasarjana, Universitas PGRI Madiun. Pembimbing (1) Dr. Dwi Rohman Soleh, M.Pd., (2) Dr. Agung Nasrulloh Saputro, M.Pd

Kata Kunci : *Metode Role Playing, media Audio-Visual, kemampuan bercerita.*

Berdasarkan observasi awal, diketahui kemampuan bercerita siswa kelas III SDN 04 Cepoko Kecamatan Ngrayun Kabupaten Ponorogo sebagian besar belum memenuhi kriteria ketuntasan minimal (KKM). Hal tersebut disebabkan oleh beberapa faktor yaitu: prestasi belajar siswa rata-rata masih di bawah KKM (7,5), motivasi belajar siswa di bawah 3,0, aktivitas belajar siswa di bawah 3,0, dan interaksi antara guru dan siswa di saat pembelajaran di bawah 3,0, siswa merasa bosan dan malas dengan materi-materi yang disajikan dalam pembelajaran. Oleh karena itu, perlu adanya upaya perbaikan pembelajaran dengan menerapkan metode role playing dan media audio-visual. Dengan metode role playing dan media audio-visual siswa lebih tertarik dalam mengikuti pembelajaran.

Penelitian ini merupakan penelitian tindakan kelas dengan 2 (dua) siklus. Setiap siklus memiliki empat langkah yaitu: (1) tahap perencanaan, (2) tahap pelaksanaan tindakan, (3) tahap observasi, (4) tahap refleksi. Subyek penelitian ini adalah siswa kelas III SDN 04 Cepoko Kecamatan Ngrayun Kabupaten Ponorogo yang berjumlah 23 siswa.

Dari hasil penelitian diperoleh data, sebelum menerapkan metode role playing dan media audio-visual hasil tes akhir dari 23 siswa memperoleh nilai rata-rata kelas 64,78 dengan ketuntasan klasikal 52%. Setelah memanfaatkan media *gambar* pada siklus 1 rata-rata nilai siswa sebesar 72,17 dengan ketuntasan klasikal 69,57%. Pada siklus 2 rata-rata nilai siswa meningkat sebesar 81,30 dengan ketuntasan klasikal 91,30%. Tindakan perbaikan pembelajaran yang telah dilakukan oleh peneliti dengan menerapkan metode role playing dan media audio-visual melalui kegiatan pembelajaran siklus 1 dan siklus 2 ternyata dapat meningkatkan prestasi belajar siswa.

Dengan demikian, dari penelitian ini dapat diambil suatu kesimpulan bahwa penerapan metode *role playing* dan media audio-visual dapat meningkatkan meningkatkan kemampuan bercerita siswa kelas III di SDN 04 Cepoko Kecamatan Ngrayun Kabupaten Ponorogo.

ABSTRACT

Sucipto, 2024, *Improving Story telling Skills through the Role Playing Method and Audio-visual Media in Grade III Students at SDN 04 Cepoko*, Thesis. Indonesian Language and Literature Education Study Program, Masters Program, Postgraduate, University of PGRI Madiun. Advisor (1)) Dr. Dwi Rohman Soleh, M.Pd.., (2) Dr. Agung Nasrulloh Saputro, M.Pd

Keywords: Role Playing Method, Audio-Visual media, story telling ability.

Based on preliminary observations, it is known that the storytelling abilities of class III students at SDN 04 Cepoko Ponorogo City, mostly do not meet the minimum completeness criteria (KKM). This is caused by several factors, namely: the average student learning achievement is still below the KKM (7.5), student learning motivation is below 3.0, student learning activities are below 3.0, and the interaction between teachers and students during learning is below 3.0, students feel bored and lazy with the material presented in learning. Therefore, it is necessary to make efforts to improve learning by applying the role playing method and audio-visual media. With the role playing method and audio-visual media, students are more interested in participating in learning.

This research is a class action research with 2 (two) cycles. Each cycle has four steps, namely: (1) planning stage, (2) action implementation stage, (3) observation stage, (4) reflection stage. The subjects of this study were 23 students of grade III SDN 04 Cepoko Ponorogo City.

From the research results, the data obtained, before applying the role playing method and audio-visual media, the final test results of 23 students obtained an average grade of 64.78 with 52% classical completeness. After utilizing media images in cycle 1, the average student score was 72.17 with 69.57% classical completeness. In cycle 2 the average student score increased by 81.30 with 91.30% classical completeness. Learning improvement actions that have been carried out by researchers by applying the role playing method and audio-visual media through learning activities cycle 1 and cycle 2 can actually improve student achievement.

Thus, from this study it can be concluded that the application of the role playing method and audio-visual media can improve the storytelling ability of class III students at SDN 04 Cepoko Ponorogo City