

## ABSTRAK

Warsini. 2025. *Meningkatkan Kemampuan Bercerita melalui Metode Role Playing Berbantuan Media Audio-visual Siswa Kelas VI SDN 2 Kunti Kecamatan Sampung*. Tesis. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Program Magister, Pascasarjana, Universitas PGRI Madiun. Pembimbing (1) Dr. Teguh Suharto, M.Pd., (2) Dr. Dwi Rohman Soleh, S.S., M.Pd

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

Berdasarkan observasi awal, diketahui kemampuan bercerita siswa kelas VI SDN 2 Kunti Kecamatan Sampung 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 (70), motivasi belajar siswa rendah, aktivitas belajar siswa kurang aktif. Oleh karena itu, perlu adanya upaya perbaikan pembelajaran dengan menggunakan metode dan media pembelajaran yang lebih mengoptimalkan pemahaman dan perhatian siswa dalam bercerita, sehingga prestasi belajar dan keaktifan dapat meningkat dengan menerapkan metode role playing berbantuan media audio-visual.

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 VI SDN 2 Kunti Kecamatan Sampung yang berjumlah 23 siswa. Dari hasil penelitian diperoleh data, sebelum menerapkan metode role playing berbantuan media audio-visual nilai rata-rata dari 23 siswa 64,78 dengan ketuntasan klasikal 52%.

Setelah memanfaatkan media *audio visual* pada siklus I nilai rata-rata siswa menjadi 72,17 dengan ketuntasan klasikal 69,57%.dan peningkatan kualitas kegiatan siswa dalam pembelajaran 74,8% kategori Baik. Pada siklus II nilai rata-rata siswa meningkat sebesar 81,30% dengan ketuntasan klasikal 91,30%. Dan peningkatan kualitas kegiatan siswa dalam pembelajaran 87,5% kategori Sangat Baik. Perbaikan yang telah dilakukan oleh peneliti dengan menerapkan metode role playing berbantuan media audio-visual melalui kegiatan pembelajaran siklus I dan siklus II dapat meningkatkan prestasi dan kualitas pembelajaran siswa . Dari penelitian ini dapat diambil kesimpulan bahwa penerapan metode role playing berbantuan media audio-visual dapat meningkatkan kemampuan bercerita siswa kelas VI di SDN 2 Kunti Kecamatan Sampung Kabupaten Ponorogo.

## ABSTRACT

Warsini. 2025. *Improving Story telling Skills through the Role Playing Method was used for Audio-visual Media in Grade VI Students at SDN 2 Kunti Sampung District Ponorogo Regency* . Thesis. Indonesian Language and Literature Education Study Program, Masters Program, Postgraduate, University of PGRI Madiun. Advisor (1) Dr. Teguh Suharto, M.Pd., (2) Dr. Dwi Rohman Soleh, S.S., M.Pd.

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

Based on preliminary observations, it is known that most of the storytelling abilities of class VI students at SDN 2 Kunti, Sampung District, Ponorogo Regency, have not met the minimum completeness criteria (KKM). This is caused by several factors, namely: average student learning performance is still below the KKM (70), student learning motivation is low, student learning activities are less active, Therefore, it is necessary to make efforts to improve learning by using learning methods and media that further optimize students' understanding and attention in telling stories, so that learning achievement and activity can increase by implementing role playing methods assisted by audio-visual media.

This research is classroom 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 research were 23 class VI students at SDN 2 Kunti, Sampung District. From the research results, data was obtained, before applying the role playing method assisted by audio-visual media, the average score of the 23 students was 64.78 with classical completeness 52%.

After using audio-visual media in cycle I, the students' average score was 72.17 with classical completeness of 69.57%.and increasing the quality of student activities in learning 74.8% in the Good category. In cycle II the average student score increased by 81.30% with classical completeness 91.30%. And the increase in the quality of student activities in learning was 87.5% in the Very Good category.Improvements that have been made by researchers by applying the role playing method assisted by audio-visual media through cycle I and cycle II learning activities can improve student achievement and quality of learning. From this research it can be concluded that the application of the role playing method assisted by audio-visual media can improve the storytelling ability of class VI students at SDN 2 Kunti, Sampung District, Ponorogo Regency.

