

## ABSTRAK

Setiya Ninggiarti. 2025. *Peningkatan Kemampuan Storytelling Melalui Implementasi Metode Role Playing Dengan Media Cerita Audio Legenda Pada Siswa Kelas VI SD Negeri Panjang I Kedungadem Bojonegoro*. Tesis. Program Magister Pendidikan Bahasa dan Sastra Indonesia, Sekolah Pascasarjana Universitas PGRI Madiun. Pembimbing (I) Prof. Dr. Marheny Lukitasari, M.Pd.; (II) Dr. Aris Wuryantoro, M. Hum.

**Kata kunci:** *storytelling, role playing, media audio, legenda.*

Penelitian ini bertujuan untuk meningkatkan kemampuan *storytelling* siswa kelas VI SD Negeri Panjang I Kecamatan Kedungadem Kabupaten Bojonegoro melalui implementasi metode *role playing* dengan media cerita audio legenda. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus, dengan setiap siklus meliputi tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian berjumlah 14 siswa kelas VI. Teknik pengumpulan data menggunakan observasi, tes kinerja *storytelling*, catatan lapangan, dan dokumentasi. Analisis data dilakukan secara deskriptif kualitatif dan kuantitatif. Indikator penilaian kemampuan *storytelling* meliputi kelancaran bercerita, ketepatan isi cerita, penggunaan bahasa, intonasi dan ekspresi, serta kepercayaan diri siswa. Hasil penelitian menunjukkan bahwa penerapan metode *role playing* dengan media cerita audio legenda mampu meningkatkan kemampuan *storytelling* siswa secara signifikan. Nilai rata-rata kemampuan *storytelling* siswa meningkat dari 68,21 pada pra-siklus menjadi 75,36 pada siklus I dan meningkat menjadi 84,64 pada siklus II. Persentase ketuntasan belajar siswa juga meningkat dari 28,57% pada pra-siklus menjadi 64,29% pada siklus I dan mencapai 92,86% pada siklus II. Selain itu, proses pembelajaran menjadi lebih aktif, interaktif, dan menyenangkan.

## ABSTRACT

Setiya Ninggiarti. 2025. *Improving Storytelling Skills Through the Implementation of the Role Playing Method with Audio Legend Story Media for 6th Grade Students of SD Negeri Panjang I Kedungadem Bojonegoro*. Thesis. Indonesian Master of Language and Literature Education Study Program, Post Graduate Program Universitas PGRI Madiun. Pembimbing (I) Prof. Dr. Marheny Lukitasari, M.Pd.; (II) Dr. Aris Wuryantoro, M.Hum.

**Keywords:** storytelling, role playing, audio media, legend stories

This study aimed to improve the storytelling ability of sixth-grade students at SD Negeri Panjang I, Kedungadem District, Bojonegoro Regency, through the implementation of the role-playing method using audio media of legend stories. This research employed Classroom Action Research (CAR) conducted in two cycles, each consisting of planning, action, observation, and reflection stages. The research subjects were 14 sixth-grade students. Data were collected through observation, storytelling performance tests, field notes, and documentation. The data were analyzed using qualitative and quantitative descriptive techniques. The assessment indicators of storytelling ability included fluency, accuracy of story content, language use, intonation and expression, and students' self-confidence. The results showed that the implementation of the role-playing method with legend audio media significantly improved students' storytelling abilities. The average storytelling score increased from 68.21 in the pre-cycle to 75.36 in Cycle I and further increased to 84.64 in Cycle II. The percentage of students achieving mastery learning improved from 28.57% in the pre-cycle to 64.29% in Cycle I and reached 92.86% in Cycle II. In addition, the learning process became more active, interactive, and enjoyable.