

ABSTRAK

Neszarul Hana Intan Vahizah, Penerapan Model Pembelajaran *Role Playing* Berbantuan Media Powtoon Untuk Meningkatkan Hasil Belajar Kognitif Materi Norma Dan Aturan Pada Siswa Kelas Iii Sekolah Dasar. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan Dan Ilmu Pendidikan Universitas PGRI Madiun. Pembimbing I: Dr. Hendra Erik Rudyanto, M.Pd. Pembimbing II: Melik Budiarti, S.Sos., MA.

Penelitian Tindakan Kelas (PTK) ini dilatarbelakangi oleh rendahnya hasil belajar kognitif siswa kelas III SDN Dimong 03 Kabupaten Madiun pada materi norma dan aturan akibat pembelajaran yang monoton dan kurangnya media interaktif. Penelitian ini bertujuan meningkatkan hasil belajar kognitif siswa menggunakan model *Role Playing* berbantuan media *Powtoon*. Subjek penelitian adalah 13 siswa kelas III. Desain penelitian kolaboratif ini dilaksanakan dalam dua siklus, di mana setiap siklus meliputi tahap perencanaan, pelaksanaan, pengamatan, dan refleksi. Teknik pengumpulan data menggunakan tes, observasi, dan dokumentasi yang kemudian dianalisis secara deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan peningkatan signifikan pada setiap tahap. Penerapan model pembelajaran *Role Playing* berbantuan media *Powtoon* terbukti efektif meningkatkan keaktifan dan hasil belajar kognitif siswa kelas III SDN Dimong 03 Kabupaten Madiun pada materi norma dan aturan.

Kata Kunci: *Role Playing*, Media *Powtoon*, Hasil Belajar Kognitif, Norma dan Aturan, Sekolah Dasar.

ABSTRACT

Neszarul Hana Intan Vahizah, Application of Role Playing Learning Model Assisted by Powtoon Media to improve cognitive learning outcomes of norms and rules materials in grade III elementary school students. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, PGRI Madiun University. Advisor I: Dr. Hendra Erik Rudyanto, M.Pd. Advisor II: Melik Budiarti, S.Sos., MA.

This Classroom Action Research (CAR) was motivated by the low cognitive learning outcomes of third-grade students at SDN 03 Dimong, Madiun Regency, regarding the topic of norms and rules—a result of monotonous instruction and a lack of interactive media. The study aimed to improve students' cognitive learning outcomes by employing the Role-Playing model supported by Powtoon media. The research subjects consisted of 13 third-grade students. This collaborative research was conducted over two cycles, with each cycle comprising the stages of planning, implementation, observation, and reflection. Data collection involved tests, observation, and documentation, followed by descriptive qualitative and quantitative analysis. The results demonstrated significant improvement at each stage. The implementation of the Role-Playing model supported by Powtoon media proved effective in enhancing student engagement and cognitive learning outcomes for third-grade students at SDN 03 Dimong, Madiun Regency, in the subject matter of norms and rules.

Keywords: *Role-playing, Powtoon media, cognitive learning outcomes, norms and rules, elementary school.*