ABSTRAK

IPA mempelajari alam semesta sehingga mengajarkan siswa agar peduli terhadap alam. Hasil pengamatan di SD Negeri Adinuso 01 hasil belajar siswa kelas IV rendah. Proses pembelajaran berfokus pada guru, siswa pasif dan cepat bosan sehingga pembelajaran tidak bermakna. Pembelajaran *role playing* merupakan metode yang tepat untuk meningkatkan hasil belajar. Tujuan penelitian adalah untuk meningkatkan hasil belajar IPA materi perubahan lingkungan dan pengaruhnya terhadap daratan melalui metode *role playing* di kelas IV SD Negeri Adinuso 01. Jenis penelitian adalah penelitian tindakan kelas yang dilaksanakan dua siklus. Tiap siklus terdiri dari dua pertemuan dan 4 tahapan yaitu perencanaan, pelaksanaan tindakan, observasi dan refleksi. Subjek penelitian adalah siswa kelas IV SD Negeri Adinuso 01 berjumlah 26 siswa. Teknik pengumpulan data yang digunakan adalah tes dan nontes. Peningkatan hasil belajar siswa dilihat dari peningkatan hasil belajar aspek kognitif, afektif dan psikomotor siswa setiap siklusnya. Hasil belajar kognitif siswa siklus I diperoleh 62,88 dengan kategori cukup dan ketuntasan belajar klasikal 38,47% dengan kategori rendah meningkat di siklus II menjadi 82,31 dengan kategori baik dan 92,31% dengan kategori sangat. Hasil belajar afektif rata-rata siklus I 2,56 dengan kategori baik dan siklus II 3,31 dengan kategori sangat baik. Skor penilaian individual sudah ada 23 siswa yang mendapat skor dengan kriteria sangat baik dan mencapai 88,46%. Hasil belajar psikomotor rata-rata siklus I 2,52 dengan kategori baik dan siklus II 3,32 dengan kategori sangat baik. Skor penilaian individual sudah ada 21 siswa yang mendapat skor dengan kriteria sangat baik dan mencapai 80,77%. Berdasarkan hasil penelitian yang telah diperoleh maka dapat disimpulkan bahwa metode pembelajaran *role playing* dapat meningkatkan hasil belajar IPA materi perubahan lingkungan dan pengaruhnya terhadap daratan di kelas IV SD Negeri Adinuso 01.

Kata Kunci : Hasil Belajar, Ilmu Pengetahuan Alam, Role Playing.

ABSTRACT

Learning of science meant to learn nature and around it so teach student in order to care of nature. The observation result in Adinuso State Elementary School 01 showed that result of studying in fourth grade was beyond the average. The learning process only focused on the teacher, the student was passive and bored, so that the learning process was not comprehensible. Role playing method was the appropriate choice to improve student's result of studying like cognitive, affective and psychomotor. Use role playing method, student can be more active and the skill was improve. The purpose of this research is to improve student's result studying environmental change and the impact on mainland through role playing method of fourth graders of Adinuso State Elementary School 01, Reban Batang. The kind of this research is an action research class which helded in 2 cycles. Every cycle consist of 2 meeting and 4 steps, they are planning, action, observation and reflection. The subject of this research is 26 students of fourth graders of Adinuso State Elementary School 01. The techniques for accumulation in this research were used test and non test technique. Test technique used evaluation test sheet and non test technique was used observation sheet, interwiew and documentation. Improve of student result studying look from improved result studying cognitive, affective and psychomotor aspect of student in every cycle. The result studying of student's cognitive in 1 cycle about 62,88 with enough category and classical completness studying about 38,47% with low category, in 2 cycle improved be 82,31 with good category and classical completness studying 92,31% with very high category. The result studying of student's affective in 1 cycle about 2,56 with good category and 2 cycle about 3,31 with very good category. 23 from 26 students were completed individual evaluation score with very good category and the percentage 88,46%. The result studying of student's psychomotor in 1 cycle about 2,52 with good category and 2 cycle about 3,32 with very good category. 21 from 26 students were completed individual evaluation score with very good category and the percentage 80,77%. Based on the result of this research, it could be that role playing method can improve science result studying environmental change and the impact on mainland through role playing method of fourth graders of Adinuso State Elementary School 01.

The Keyword : Studying Result, Sciences, Role Playing.