

ABSTRAK

Pengaruh Model Pembelajaran *Role Playing* Terhadap Hasil Belajar

Siswa Pada Mata Pelajaran Sejarah Kelas XI

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Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan model pembelajaran *role playing* terhadap hasil belajar Sejarah siswa kelas XI SMA Swasta Singosari Deli Tua, Kabupaten Deli Serdang. Penelitian ini merupakan jenis penelitian eksperimen berbentuk *Quasi Experimental Type Pre-test Post-test Control Group Design*. Populasi dalam penelitian siswa SMA Swasta Singosari Deli Tua. Dan sampel penelitian ini berjumlah 52 orang siswa. 29 siswa sebagai kelas kontrol mendapat perlakuan dengan metode konvensional dan 23 siswa sebagai kelas eksperimen mendapat perlakuan dengan model *role playing*. Instrumen penelitian test hasil belajar Sejarah meliputi *Pre-test* dan *Post-test* yang masing-masing sebanyak 20 soal. Data dihitung dengan analisis normalitas, homogenitas, uji hipotesis t dan uji Signifikan N-Gain. Hasil penelitian menunjukkan bahwa pembelajaran menggunakan model *Role Playing* dapat meningkatkan hasil belajar siswa. Diperoleh hasil analisis data memperlihatkan bahwa data berdistribusi normal $L_{hitung} < L_{tabel}$ pada $\alpha = 0,05$ ($N^1 = 23$ dan $N^2 = 29$) sehingga diperoleh L_{tabel} 0,1798 dan 0,1614. Uji normalitas menunjukkan data berdistribusi normal $0,1635 < 0,1798$ sedangkan pada kelas kontrol bernilai $0,1573 < 0,1614$. Selain bernilai normal, kedua kelas juga berdistribusi homogen dikarenakan $F_{hitung} < F_{tabel}$, dengan nilai $0,6926 < 1,997$ untuk pretes sedangkan pada postesnya yaitu $0,8410 < 1,997$. Hasil pengujian Hipotesis diperoleh $t_{hitung} > t_{tabel}$ yaitu $6,33 > 2,07$ dengan demikian H_0 ditolak dan pada H_a diterima. Serta, hasil Uji N-Gain pada kelas kontrol sebesar 53,7% sedangkan pada kelas eksperimen yang menggunakan model pembelajaran *role playing* jauh memiliki peningkatan hasil belajar sebesar 90,4%, dari hasil tersebut dapat dilihat adanya pengaruh yang signifikan penggunaan model *role playing* terhadap hasil belajar siswa pada mata pelajaran Sejarah pada pokok bahasan Kerajaan-Kerajaan Hindu-Budha di Indonesia kelas XI di SMA Swasta Singosari Deli Tua Tahun ajaran 2019/2020.

Kata Kunci : Hasil Belajar Sejarah, Model *Role Playing*

ABSTRACT

The Effect Of *Role Playing* Learning Models On Learning Outcomes History Of Class XI SMA Swasta Singosari Deli Tua

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This Study aims to determine the effect of using role playing learning models on learning outcomes History of class XI SMA Swasta Singosari Deli Tua, Deli Serdang regency. This research is type of experimental research in the form of Quasi experimental Type Pre-test Post-test Control Group Design. Populasi in research Singosari Deli Tua Private High School Students. And the sample of this study amounted to 52 Students, 29 Students as the control class were treated with conventional methods and 23 students as the experimental class were treated with a role Playing model. the research instrument test results of Historical learning including Pre-test and Post-test of 20 questions. Data was calculated by analysis of normality, homogeneity, Hypothesis t test, and the significant N-Gain test. The results showed that learning using the role playing model can improve student learning outcomes. Obtained the results of data analysis showed that normal distribution data at $\alpha 0,05$ ($N^1 = 23$ and $N^2 = 29$) to obtain the L_{table} 0,1798 and 0,1614. The normality test show that the data is normally distributed for experiment class $0,1635 < 0,1798$, while the control class is $0,1573 < 0,1614$, in addition to the normal value, both classes also have homogeneous distribution because $F_{count} < F_{table}$ with a value of $0,6926 < 1,997$ for the pretest while in the posttest is $0,8410 < 1,997$. Hypothesis test results obtained $t_{count} > t_{table}$ is $6,33 > 2,07$ so H_0 is rejected and at H_a accepted, and the N-Gain test result in the control class of 53,7% are recorded in the experimental class using models role playing learning far has an increase in learning outcomes of 90,4%. from these results it can be seen that there is a significant influence on the use of the role playing model on student learning outcomes History in the subject of the Hindu-Buddhist Kingdoms in Indonesia class XI at SMA Swasta Singosari Deli Tua 2019/2020 academic year.

Keywords : The Learning Outcomes History, Role Playing Models