

**APPLICATION MODEL PROJECT BASED LEARNING
TYPE OF ROLE PLAYING TO INCREASE CONFIDENCE AND
ACHIEVEMENT IN THE LESSON IPS**

(Material Class Action Research Business and Economic Activities In Indonesia
Students of Class V SDN Bojongkoneng I Sub
Cibeunying Kidul Bandung)

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ABSTRACT

This research was motivated by problems of poor attitude of confidence and student achievement in social studies learning materials business and economic activities in Indonesia. The purpose of this study to improve the attitude of confidence and learning achievement is seen on student learning outcomes in social studies learning materials business and economic activities in Indonesia. This study uses motode classroom action research consisted of two cycles. The subjects were class V SD Negeri Bojongkoneng I, as many as 23 people, consisting of 14 men and 9 women. The results of the study in the first cycle for the percentage of confident attitude completeness of students made up 56% of the total number of students with enough categories, and the second cycle aplomb completeness percentage of students reaching 86.9% of the total number of students with very good category. The results of the first cycle of learning the number of students who pass the KKM reach as many as 12 people or 52% of the 23 students and students who have not completed KKM reached as many as 11 people or 48% of the total number of students is 23 students. In the second cycle students who achieve KKM many as 19 people or 83% of 23 students and students who do not reach KKM many as 4 people or 17% of the total number of students. The conclusion of this study is the use of Project Based Learning model of the type of role playing can enhance the confident attitude of students and student achievement is seen from the results of student learning Bojongkoneng Elementary School fifth grade I in social studies learning materials business and economic activities in Indonesia.

Keywords: Project Based Learning type of role playing, Confidence, Achievement.