

IMPROVED ABILITY MESSAGE BY PHONE USING ROLE PLAYING TECHNIQUES IN CLASS IV SD

(Classroom Action Research for fourth graders Elementary School Cibabat Mandiri 4 Districts of
North Cimahi Cimahi Academic Year 2015/2016)

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ABSTRACT

This research was motivated by problems of low ability students primarily speak in terms of conveying the message over the phone on the subjects of Indonesian and less active students in learning activities which resulted in lower student learning outcomes in Indonesian language learning materials to convey messages through the telephone. The purpose of this research is to improve the ability to deliver the message over the phone, student activity and student learning outcomes in Indonesian language learning materials to convey messages through the telephone. This study uses classroom action research consisted of two cycles with role playing learning techniques. This technique is particularly suited to enhance the activity of the students because all students actively participate in learning activities and can train the ability to convey a message to the dialog so that the results belajarpun will achieve the goal. The subjects were students of class IV SDN Cibabat Mandiri 4 which consists of 38 students. The results in the first cycle in the learning outcomes with an average value of 68,8 at pretest and 78,68 at posttest and the second cycle with an average value of 55,78 at pretest and 85,78 at posttest. The results of the study skills to convey the message in the first cycle by an average of 59,57 and the second cycle increased with an average yield of 76,31. the conclusion of this study is the use of role playing techniques can enhance the skills to convey messages through the telephone and student learning outcomes SDN Cibabat Mandiri 4 in Indonesian language learning materials to convey messages through the telephone.

Keywords: Role Playing learning techniques, skills to convey the message, learning outcomes.