

**THE IMPLEMENTATION OF ROLE PLAYING LEARNING METHOD TO
IMPROVE LEARNING OUTCOMES IN LEARNING
SOCIAL STUDIES ON MATERIAL STRUGGLE FOR INDEPENDENCE”**

**(Classroom Action Research in Class V SDN Ciparay IX District Ciparay
Bandung District)**

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ABSTRACT

This study aims to: (1) determine whether the method Role Playing can be used to improve learning outcomes in grade IPS V SD Negeri Ciparay IX; (2) describe the steps application of Role Playing methods in improving learning outcomes of social studies on V grade students of SD Negeri Ciparay IX. This type of research is the Classroom Action Research (PTK), using Kemmis models and Taggart. Subjects in this study were grade V of SD Negeri Ciparay IX totaling 30 students. Test data collection techniques, observation sheets, field notes, and documentation. The test is used to collect data from students' cognitive learning, while the observation sheet used to obtain the activities of teachers in the implementation process of learning Role Playing IPS method. Using quantitative descriptive data analysis techniques to analyze data from the cognitive learning and descriptive kualitative analysis to analyze data on the observation.

The results showed that the use of methods Role Playing pada IPS learning can improve learning outcomes of social studies V graders of SDN Ciparay IX Bandung District. Based on test results obtained by students at the end of each cycle showed an increase learning outcomes IPS. The percentage of completeness at pre-action by 23.33%, in the first cycle by 56.66% and in the second cycle by 96.66%. In the process, showing that the quality of the learning process is increased, visible of the students more active, com-municative and learning atmosphere more fun. In the application of Role playing method, teachers need consider the following matters: (1) The text of the drama is given to students prio to implementation; (2) Students who observe given the preoccupation with doing LKS; (3) measures Role Playing method implemented as a whole in a meeting; (4) creating a learning atmosphere that is relaxed, fun yet controlled.

Keywords: *The learning outcomes of social studies, role playing method.*