

**THE APPLICATION OF ROLE PLAYING METHOD WITH DISCOVERY LEARNING ON
THE THEME OF THINGS IN ENVIRONMENT SUBTHEMES CHANGE OF BEING**

*(Classroom Action Research In 5th Grade Students Of Pamoyanan Elementary School Subdistrict
Bandung)*

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ABSTRACT

This research is motivated by the lack of activity of students in learning, the average of student learning outcomes in the theme of things in environment 2nd subthemes change of being has not reached the standard learning value. This study aims to improve the activity and student learning outcomes in the theme of things in environment 2nd subthemes change of being in 5th grade students of Pamoyanan Elementary School. The method used is the Classroom Action Research (CAR), which is composed of two cycles on the implementation. Each cycle consists of three learning by applying role playing method with discovery learning models. Meanwhile, each cycle consisting of the stages of planning, implementation, observation and reflection. Based on the analysis of research data obtained in the field, it can be concluded that the use role playing method with discovery learning models can enhance the activity and student learning outcomes in in the theme of things in environment 2nd subthemes change of being. Thus the role playing method with discovery learning models can be used as one of the models applied learning teachers in learning activities in the classroom in order to enhance the activity and student learning outcomes.

Keywords : *Role Playing, Discovery Learning, Student Activities, Learning Outcomes.*