LEARNING TO PLAY THE ROLE OF FOCUS FABEL CONTENTS IN DIALOGUE USING ROLE PLAYING METHODS IN CLASS VII STUDENTS OF PASUNDAN 3 BANDUNG SMP ACADEMIC YEAR 2017/2018

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ABSTRACT

In 2013 curriculum learning plays the content of fable text is one of the learning that trains students in speaking skills. In connection with this statement, the author intends to know the ability of students in playing the contents of fable text that focuses on the ability to dialogue by using role playing methods in class VII Pasundan 3 Bandung. The problems that are currently marked by students in speaking skills, especially learning, play the role of fable text is the lack of interest of students in role playing. In addition to the problems in students, as for the problems that the authors propose are (1) Is the writer able to plan, implement and assess learning to play the contents of fabel focusing on the ability to dialogue by using role playing methods in class VII Pasundan 3 Bandung?; (2) How big is the level of ability of students in class VII in learning to play the contents of fabel focusing on the ability to dialogue by using role playing methods?; (3) Effective application of role playing methods in learning to play the contents of fable focuses on the ability to dialogue in class VII Pasundan 3 Bandung? The research method that I use is quasi-experimental type one group pretest postest design. The research results are as follows. (1) The author is able to plan, implement, and assess learning to portray the contents of fabel focusing on the ability to dialogue by using role playing methods. This is evident from the results of the planning value of 3.81 and the implementation of 3.88; (2) Students of class VII Pasundan 3 Bandung Junior High School are able to portray the contents of fabel focusing on the ability to dialogue by using role playing methods. This is evident from the results of the average pretest value of 37.70 and the average posttest value of 74.78. So, there is an increase of 37.08; (3) Effective role playing methods applied in learning to play the contents of fabel focus on the ability to dialogue in class VII Pasundan 3 Bandung. This is evident from the results of statistical calculations with the results of t count$> t$ table which is 24.07$>$ 2.04 at 95% confidence level and db of 29. Based on these facts, it is concluded that the activities of the hypothesis that the authors propose can be accepted.

Keywords: Dialogue, Fable Text, Play a Role, Role Playing Method, Speaking