LEARNING PLAYS THE CONTENT OF FABLES
BY USING ROLE PLAYING MODEL TO IMPROVE THE CHARACTER
OF GOTONG ROYONG IN THE STUDENTS OF CLASS VII
JUNIOR HIGH SCHOOL MUHAMMADIYAH 3 BANDUNG
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ABSTRACT

Playing a fable story is a skill of speech. Related to that statement, the authors are interested in doing research learning to play the role of fable. The writing model used is role playing. The problem the writer formulated, is the effective of role playing model used in learning to play the contents of fable in the students class VII Junior High School Muhammadiyah 3 Bandung?; and Is there any difference in the improvement of gotong royong character in the experimental class by using role playing model compared to the control class using the demonstration method in learning to play the contents of fable? The research method used is is a mixed methods with convergent parallel research design. Research technique used are literature study, test, observation, and documentation study. The results of the research is role playing model learning is effective in learning to play the contents of fables in students class VII Junior High School Muhammadiyah 3 Bandung. This is proven on the basis of statistical tests on experimental classes known $t_{count} > t_{table}$ is 24,67 > 21.04. In 95% confidence level, 5 % significance level. And degrees of freedom 26. The authors conclude that the use of role playing model is effective in learning to play the content of fables. In addition there is a difference in the increase of gotong royong character in the experimental class by using role playing model compared to the control class using the demonstration method in learning to play the contents of fable. This result has been proven, that learners in the experimental class using the role playing model get gotong royong pretest result with an average of 2.3 and posttest results with an average of 3.6. The difference between the pretest and posttest is, the students in the control class who used the demonstration method got the pretest result of the gotong royong character with an average of 2.1 and the posttest average score of 3, the difference between the pretest and posttest result is 3-2.1 = 0.9

Keywords: Playing, Speech, Fable, Role Playing Model.