

LEARNING PLAYS THE ROLE OF FABLES BY USING ROLE PLAYING METHODS TO IMPROVE STUDENT LEARNING OUTCOMES IN CLASS VII STUDENT OF SMP NEGERI 2 LEMBANG IN THE ACADEMIC YEAR 2017/2018

**By
Novi Yulvina
NIM 145030114**

ABSTRACT

The study aims to determine the improvement of students' ability in speaking or acting. Speaking is one language aspect that is active and representative. Representative because speaking activities are a reflection of the psychological side of the individuals doing the activity. The role playing method is an active, productive and skilled learning method. This method is carried out in groups. Therefore, the author is interested in conducting research entitled "Learning Plays The Role Of Fables By Using Role Playing Methods To Improve Student Learning Outcomes In Class Vii Student Of Smp Negeri 2 Lembang In The Academic Year 2017/2018". The research method that researchers use is the true experimental design method with literature review research techniques, observation, trial, test, and analysis. The results of the research that have been conducted show success. The author is able to plan, implement and assess learning to play the contents of fables, can be proven from the results of an Indonesian teacher's assessment of preparation and implementation of learning. The author gets an average score of 3,66 in planning and implementing learning plays the role of fables by using role playing methods to improve student learning outcomes. Students are able to play the contents of fables, can be proven from the results of the initial test the control class with the average 51,20 and the final test results in the control class on average 67,40. The difference in the control class shows the difference 16,2. Then the initial test results in the experimental class with the average 52,00 and the final test results in the experimental class with the average 76,60. The difference in classes in the experimental class shows the difference 23,6. Effective role playing method is used in class VII of SMP Negeri 2 Lembang. The authors conclude the research shows success.

Keywords : Learning, Acting on the contents of fables, methods of role playing, improving student learning outcomes.