APPLICATION OF THE METHOD OF PLAYING THE ROLE TO INCREASE THE ACTIVITY AND RESULTS OF SOCIAL SCIENCE STUDY IN ELEMENTARY SCHOOL ON MATERIAL HISTORICAL FIGURES DURING THE HINDU, BUDDHIST AND ISLAM IN INDONESIA IN CLASS V SDN SRIRAHAYU SUB CIKANCUNG BANDUNG REGENCY

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ABSTRACT

The research was distributed by studies and observations made in the class V SDN Srirahayu Bandung Regency that denotes a lack of activity and learning outcomes of students in SOCIAL SCIENCE learning. One of the causes of the lack of activity and student learning outcomes i.e. the use of learning methods that are less effective. The method used a teacher lecturing method, these methods provide less opportunity students to engage directly in the process of learning because students just being a loyal listener lectures delivered teachers so that students become passive. One of the learning models that can be used as an alternative to improve the activity and results of learning is learning to play the role. A learning model of role playing is learning innovations designed to help students understand the theory in depth through the practice of studying empirical practices. This learning model aims to improve the activity and results of student learning about historical figures during the Hindu, Buddhist and Islam in Indonesia, besides the use of the method of playing the role of a positive impact against the learning outcomes of students. The results showed that the learning model with role playing can boost the activity and results of the study participants were students. Improvement of the activity and results of student learning is demonstrated by the increased average score i.e. 3.7 at prasiklus, become a 3.8 on cycle I and cycle II 3.8. Thus the conclusions in this study is the improvement of the activity and results of student learning of the results of the implementation of the postes up pretes cycle I and cycle II postes shows an improvement is good, the results of the implementation cycle II shows the students that graduated IE 100% value of the KKM 60. In addition the activity of students in learning be increased, this occurs because the students who play an active role in the learning process. Thus the learning role playing model can improve the activity and results of the study in SOCIAL SCIENCE learning.

Keywords role playing, the activities and learning outcomes.