**MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SISWA KELAS IV SDN LINGGABUDI DALAM PEMBELAJARAN IPS SD PADA MATERI KEGIATAN EKONOMI DALAM MEMANFAATKAN SUMBER DAYA ALAM**

**(** Penelitian tindakan kelas pada siswa kelas IV SDN Linggabudi kota Cimahi)

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**ABSTRACT**

Research using methods (Role playing) aims to improve motivation and learning of IPS outcomes of fourth grade students of SDN Linggabudi Cimahi, on Economic Activity In Harnessing Natural Resources. The purpose of this study is to improve the planning and motivation toward learning methods at SDN Linggabudi Cimahi through inside methods Role Playing . Because in the background backs enumerated by learning that still use conventional methods methods such as lectures, one-way communication from the teacher or commonly called the teacher centered make motivations student becomes low and very influential in the learning process. It is because the election method is less precise than the teachers because learning is often referred to as a social studies is boring lesson. This study design using classroom action research (PTK) using the model Kemmis and Taggart consisting of two cycles, with the provisions of one cycle twice the action. Each cycle includes the stages of planning, action, observation, and reflection. The results showed an increase on the implementation process of learning methods. And student learning outcomes. The conclusion that can be drawn from this study is the use of methods Role Playing (Role Playing) on ​​economic activities in exploiting the natural resources that have been implemented in SDN Linggabudi Cimahi proven effective in increasing motivation and learning outcomes of students in elementary social studies learning. While the learning outcomes of students in the first cycle an average of 28% and the second cycle 88% Completed from KKM.

Keywords : Role Playing, Motivation and result, IPS SD