

## **ABSTRACT**

### **MODEL LEARNING TO ROLE PLAY IN THE SUBJECT CIVICS JUNIOR HIGH SCHOOL 1 MERBAU MATARAM**

**By:**

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This study aimed to: 1) design Civics learning, 2) describe the procedures on designing Civics learning, 3) analyze the implementation of Civics learning, 4) analyze the assessment in Civics learning and 5) describe the results of studying Civics using role play models.

This study was a classroom action by using one class of VII grade students for the research subjects. Data were collected by questionnaires, observations and tests. This study was analyzed in quantitative descriptive.

The results of this study: 1) the design of 1 Civics learning used role play model. Teacher prepared learning tools that would be used and teachers determined which media to use, teacher designed the appropriate media and incorporated into lesson plans, 2) the process of instructional design identified the goals, analyzed the instructionals, analyzed the characteristics of students and the learning context, formulated the objectives, developed the instruments, developed a strategy, developed and selected the materials, designed and developed the evaluation, revised and designed developing summative evaluation, 3) the students' response in cycle 1 was the lowest on assessment when teacher interacted with students, the highest score was obtained when teacher responded the students, cycle 2 was the lowest when teacher gave guidance and direction, the highest score was obtained when teacher responded students' idea, cycle 3 was the lowest when teacher interacted with students, the highest score was on teacher's activity when teacher responded the students reading performance result, 4) students' assessment was conducted well. In cycle 1, the average of students' assessment was 63.1, cycle 2 was 72.7, cycle 3 was 80.2, and 5) the learning outcomes in cycle 1 was 63.1, cycle 2 was 72.7, cycle 3 was 80.21.

**keywords:** learning outcomes, education, role play model.

## **ABSTRAK**

### **MODEL PEMBELAJARAN BERMAIN PERAN MATA PELAJARAN PPKn DI SMP 1 MERBAU MATARAM**

**Oleh:**

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Penelitian ini bertujuan untuk: 1) mendesain pembelajaran PPKn, 2) mendeskripsikan prosedur mendesain pembelajaran PPKn, 3) menganalisis pelaksanaan pembelajaran PPKn, 4) menganalisis assesmen dalam pembelajaran PPKn dan 5) mendeskripsikan hasil belajar PKN menggunakan model bermain peran.

Penelitian ini merupakan penelitian tindakan kelas, dengan subjek penelitian satu kelas yaitu siswa kelas VII. Data dikumpulkan dengan angket, observasi dan tes, dianalisis secara deskriptif kuantitatif.

Hasil penelitian ini: 1) desain pembelajaran PPKn menggunakan model pembelajaran bermain peran guru mempersiapkan perangkat pembelajaran yang akan digunakan dan guru menentukan media yang akan digunakan, guru mendesai media yang tepat tersebut dan dimasukkan ke dalam rencana pembelajaran, 2) proses desain pembelajaran pemilihan materi, model, media, dan alat evaluasi, 3) respon siswa siklus 1 terendah pada penilaian guru berinteraksi dengan siswa, nilai tertinggi pada saat guru menanggapi siswa, siklus 2 terendah pada saat guru memberikan bimbingan dan arahan, nilai tertinggi pada guru menanggapi gagasan siswa, siklus 3 terendah saat berinteraksi dengan siswa, tertinggi kegiatan guru saat menanggapi siswa membacakan hasil kinerja, 4) asesment siswa dilakukan dengan sangat baik siklus 1 rata-rata penilaian siswa 63,1 , siklus 2 rata-rata sebesar 72,7 siklus 3 rata-rata sebesar 80,2, dan 5) hasil belajar siklus 1 63,1 , siklus 2 sebesar 72,7 siklus 3 sebesar 80,21.

**Kata kunci** : hasil belajar, PPKn , model bermain peran