

ABSTRACT

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ROLE-PLAY LEARNING MODELS TO IMPROVE ORAL LANGUAGE SKILLS, SOCIAL SKILLS, AND LEARNING MOTIVATION FOR CLASS I STUDENTS OF XYZ IN MEDAN IN INDONESIAN LANGUAGE

(xvii + 82 pages; 3 figures; 38 tables; 22 appendices)

This research is motivated by low oral language skills, low social skills, and low learning motivation of grade 1 elementary school students in Indonesian language lessons. The purpose of this study was to analyze the differences in students' oral language skills, to analyze the differences in students' social skills, to analyze the differences in students' learning motivation before and after the implementation of the role-playing learning model in XYZ Private Elementary School in Medan. This research is a quantitative research with quantitative method used is experimental research method, one group pretest-posttest design. The research subjects were 12 students in grade 1 of XYZ Private Elementary School in Medan. The results stated that there were differences in oral language skills, social skills, and student motivation before and after the implementation of the role-playing learning model in class 1 of XYZ Private Elementary School in Medan.

Keywords: Oral language skills, social skills, learning motivation, role playing learning models.

Reference: 59 (1983-2021).

ABSTRAK

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MODEL PEMBELAJARAN BERMAIN PERAN UNTUK MENINGKATKAN KETERAMPILAN BAHASA LISAN, KETERAMPILAN SOSIAL, DAN MOTIVASI BELAJAR BAGI SISWA KELAS I SD XYZ DI MEDAN PADA PELAJARAN BAHASA INDONESIA
(xvii + 82 halaman; 3 gambar; 38 tabel; 22 lampiran)

Penelitian ini dilatarbelakangi oleh rendahnya keterampilan bahasa lisan, rendahnya keterampilan sosial, dan rendahnya motivasi belajar siswa kelas 1 SD pada pelajaran Bahasa Indonesia. Tujuan dari penelitian ini adalah untuk menganalisis perbedaan keterampilan bahasa lisan siswa, menganalisis perbedaan keterampilan sosial siswa, menganalisis perbedaan motivasi belajar siswa sebelum dan sesudah penerapan model pembelajaran bermain peran di Sekolah Dasar Swasta XYZ di Medan. Penelitian ini merupakan penelitian kuantitatif dengan metode kuantitatif yang digunakan adalah metode *experimental research, one group pretest-posttest design*. Subjek penelitian adalah 12 siswa di kelas 1 Sekolah Dasar Swasta XYZ di Medan. Hasil penelitian menyatakan bahwa terdapat perbedaan keterampilan bahasa lisan, keterampilan sosial, dan motivasi belajar siswa sebelum dan sesudah penerapan model pembelajaran bermain peran di kelas 1 Sekolah Dasar Swasta XYZ di Medan.

Kata Kunci: Keterampilan bahasa lisan, keterampilan sosial, motivasi belajar, model pembelajaran bermain peran.

Referensi: 59 (1983-2021)