IMPLEMENTASI MODEL PEMBELAJARAN *ROLE PLAYING* DALAM MENINGKATKAN NILAI KARAKTER SISWA KELAS X MELALUI PEMBELAJARAN PENDIDIKAN PANCASILA DI SMA NEGERI 1 TABANAN

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan implementasi model pembelajaran *role playing* dalam upaya meningkatkan nilai-nilai karakter siswa kelas X di SMA Negeri 1 Tabanan. Kajian ini dilatarbelakangi oleh kebutuhan sekolah untuk menghadirkan pembelajaran yang lebih partisipatif, kontekstual, dan mampu menanamkan karakter melalui pengalaman belajar secara langsung. Penelitian menggunakan pendekatan deskriptif kualitatif. Data diperoleh melalui observasi, wawancara, dan dokumentasi. Penentuan subjek dilakukan dengan teknik *purposive sampling*, melibatkan kepala sekolah, wakil kepala sekolah bidang kurikulum, guru Pendidikan Pancasila, serta siswa kelas X. Analisis data dilakukan melalui tahapan pengumpulan data, reduksi data, penyajian data, dan penarikan kesimpulan secara sistematis. Hasil penelitian menunjukkan bahwa pelaksanaan model *role playing* berlangsung dengan baik dan memberikan pengaruh positif terhadap perkembangan karakter siswa. Nilai-nilai yang tampak berkembang antara lain rasa percaya diri, tanggung jawab, kerja sama, kemampuan berkomunikasi, disiplin, toleransi, empati, serta kemampuan berpikir kritis. Kegiatan bermain peran mendorong siswa lebih aktif dalam pembelajaran, memahami nilai-nilai Pancasila secara lebih nyata, serta terlibat secara antusias dalam setiap tahapan kegiatan belajar. Walaupun demikian, dalam pelaksanaannya masih ditemukan beberapa kendala, seperti keterbatasan waktu, sarana pendukung, perbedaan karakter siswa, serta dinamika kerja kelompok. Namun, hambatan tersebut dapat diminimalkan melalui perencanaan yang terstruktur dan pengelolaan kelas yang efektif oleh guru. Secara umum, penelitian inimenyimpulkan bahwa model pembelajaran *role playing* merupakan alternatif strategi yang relevan dan efektif dalam memperkuat nilai karakter siswa. Selain menciptakan suasana belajar yang lebih menarik, model ini juga memberikan pengalaman belajar yang bermakna dan kontekstual bagi peserta didik.

Kata kunci: *role playing*, nilai karakter, peserta didik, SMA Negeri 1 Tabanan.

IMPLEMENTATION OF THE ROLE-PLAYING LEARNING MODEL TO IMPROVE CHARACTER VALUES OF 10TH-GRADE STUDENTS THROUGH PANCASILA EDUCATION LEARNING AT SMA NEGERI 1 TABANAN

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ABSTRACT

This study aims to describe the implementation of the role-playing learning model in an effort to improve the character values of grade X students at SMA Negeri 1 Tabanan. This study is motivated by the school's need to provide more participatory, contextual learning, and able to instill character through direct learning experiences. The study used a qualitative descriptive approach. Data were obtained through observation, interviews, and documentation. The subject determination was carried out using a purposive sampling technique, involving the principal, vice principal for curriculum, Pancasila Education teacher, and grade X students. Data analysis was carried out through the stages of data collection, data reduction, data presentation, and systematic conclusion drawing. The results of the study indicate that the implementation of the role-playing model went well and had a positive influence on the development of student character. The values that appeared to develop included self-confidence, responsibility, cooperation, communication skills, discipline, tolerance, empathy, and critical thinking skills. Role-playing activities encouraged students to be more active in learning, understand Pancasila values more concretely, and be enthusiastically involved in every stage of the learning activity. However, several obstacles were encountered in its implementation, such as limited time, supporting facilities, differences in student characteristics, and group work dynamics. However, these obstacles can be minimized through structured planning and effective classroom management by teachers. Overall, this study concludes that the role-playing learning model is a relevant and effective alternative strategy for strengthening students' character values. In addition to creating a more engaging learning environment, this model also provides meaningful and contextual learning experiences for students.

Keywords: role-playing, character values, students, SMA Negeri 1 Tabanan.