

**PENGARUH *ROLE PLAYING* CERITA RAKYAT BALI DALEM  
BALINGKANG TERHADAP LITERASI BUDAYA KELAS V  
GUGUS R.A.KARTINI**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *role playing* berbasis cerita rakyat Bali Dalem Balingkang terhadap literasi budaya siswa kelas V Gugus R.A. Kartini. Latar belakang penelitian didasarkan pada rendahnya minat baca siswa, kurangnya ketertarikan terhadap cerita tradisional, serta belum konsistennya program literasi budaya di sekolah. Metode penelitian yang digunakan adalah eksperimen semu dengan desain *Nonequivalent Posttest Only Control Group Design*. Populasi penelitian adalah seluruh siswa kelas V di Gugus R.A. Kartini, sedangkan sampel terdiri dari satu kelas eksperimen yang diberikan pembelajaran menggunakan *role playing* cerita rakyat Dalem Balingkang dan satu kelas kontrol yang menggunakan metode konvensional. Data dikumpulkan melalui tes literasi budaya dan dianalisis menggunakan uji prasyarat serta uji-t. Hasil penelitian menunjukkan bahwa terdapat perbedaan signifikan antara nilai literasi budaya siswa di kelas eksperimen dan kelas kontrol, di mana kelompok yang mendapatkan pembelajaran *role playing* memiliki hasil yang lebih tinggi. Temuan ini membuktikan bahwa penerapan *role playing* cerita rakyat Bali Dalem Balingkang efektif dalam meningkatkan literasi budaya siswa sekolah dasar. Penelitian ini merekomendasikan penggunaan cerita rakyat lokal sebagai sumber belajar serta pengembangan strategi pembelajaran interaktif untuk memperkuat literasi budaya di sekolah.

Kata kunci: *Role Playing*, Cerita Rakyat Dalem Balingkang, Literasi Budaya, Sekolah Dasar.

***THE EFFECT OF ROLE PLAYING USING THE BALINESE FOLKTALE  
DALEM BALINGKANG ON THE CULTURAL LITERACY OF FIFTH-  
GRADE STUDENTS IN THE R.A. KARTINI CLUSTER***

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***ABSTRACT***

*This study aims to determine the effect of the role playing learning model based on the Balinese folktale Dalem Balingkang on the cultural literacy of fifth-grade students in the R.A. Kartini Cluster. The background of this research is based on the low reading interest of students, the lack of interest in traditional stories, and the inconsistency of cultural literacy programs in schools. The research method used was a quasi-experimental design with a Nonequivalent Posttest Only Control Group Design. The population of this study consisted of all fifth-grade students in the R.A. Kartini Cluster, while the sample included one experimental class that received learning through role playing using the folktale Dalem Balingkang and one control class that used conventional learning methods. The data were collected through a cultural literacy test and analyzed using prerequisite tests and a t-test. The results showed that there was a significant difference between the cultural literacy scores of students in the experimental class and the control class, where the group receiving role playing learning achieved higher results. These findings indicate that the implementation of role playing based on the Balinese folktale Dalem Balingkang is effective in improving the cultural literacy of elementary school students. This study recommends the use of local folktales as learning resources and the development of interactive learning strategies to strengthen cultural literacy in schools.*

*Keywords: Role Playing, Dalem Balingkang Folktale, Cultural Literacy, Elementary School.*