

**PENGARUH MODEL PEMBELAJARAN *ROLE PLAYING*
BERBANTUAN MEDIA AUDIO VISUAL TERHADAP KETERAMPILAN
BERBICARA SISWA KELAS III SD NEGERI 1 PEJENG KANGIN
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ABSTRAK

Tujuan penelitian yaitu agar mengetahui pengaruh model pembelajaran *role playing* berbantuan media audio visual terhadap keterampilan berbicara bahasa Indonesia siswa kelas III. Penelitian ini merupakan eksperimen jenis *Pre-Experimental Designs* dengan rancangan penelitian *One-Group Pretest-Posttest Design*. Populasi adalah siswa kelas III yang berjumlah 32 orang. Sampel diambil dengan teknik *sampel jenuh*. Data keterampilan berbicara bahasa Indonesia siswa dikumpulkan dengan metode tes yaitu tes keterampilan berbicara. Data yang terkumpul kemudian dianalisis dengan menggunakan statistik inferensial (uji-t). Berdasarkan hasil analisis data, diperoleh $t_{hitung} = 15,722$ sedangkan $t_{tabel} = 2,042$. Hal ini menandakan bahwa $t_{hitung} = 15,722 > t_{tabel} = 2,042$ maka H_0 ditolak. Sehingga dapat diinterpretasikan bahwa terdapat perbedaan yang signifikan keterampilan berbicara bahasa Indonesia sebelum siswa mengikuti pembelajaran dengan menggunakan model pembelajaran *Role Playing* berbantuan media audio visual dan sesudah menggunakan model pembelajaran *Role Playing* berbantuan media audio visual. Jadi bisa disimpulkan bahwa terdapat pengaruh yang signifikan model pembelajaran *Role Playing* berbantuan media audio visual terhadap keterampilan berbicara bahasa Indonesia siswa kelas III semester genap tahun ajaran 2019/2020. Maka, keterampilan berbicara siswa yang rendah dapat diterapkan pembelajaran dengan menggunakan model pembelajaran *role playing* berbantuan media audio visual. Temuan ini berimplikasi untuk meningkatkan keterampilan berbicara bahasa Indonesia siswa kelas III yang dilakukan dengan menerapkan model pembelajaran *role playing* berbantuan media audio visual sehingga kegiatan pembelajaran akan lebih bermakna bagi siswa. Hasil penelitian ini dapat dijadikan kajian hasil penelitian relevan oleh peneliti lain.

Kata kunci: keterampilan berbicara, *Role Playing*

**THE INFLUENCE OF ROLE PLAYING LEARNING MODEL
BASED ON AUDIO VISUAL MEDIA ON SKILLS TALKING
TO STUDENTS IN CLASS III SD NEGERI 1 PEJENG KANGIN
ACADEMIC YEAR 2019/2020**

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Abstract

The purpose of this study is to determine the effect of role playing learning models assisted by audio-visual media on the speaking skills of Indonesian students in class III. This research is an experimental type of Pre-Experimental Designs with One-Group Pretest-Posttest Design research design. The population is 32 third grade students. Samples were taken by saturated sample technique. Indonesian students' speaking skills data were collected using the test method, namely the speaking skills test. The collected data is then analyzed using inferential statistics (t-test). Based on the results of data analysis, obtained $t_{count} = 15.722$ while $t_{table} = 2.042$. This indicates that $t_{count} = 15.722 > t_{table} = 2, 042$ then H_0 is rejected. So it can be interpreted that there are significant differences in Indonesian language speaking skills before students take part in learning by using Role Playing learning models assisted with audio-visual media and after using Role Playing learning models assisted with audio-visual media. So it can be concluded that there is a significant effect of Role Playing learning model assisted by audio-visual media on Indonesian language speaking skills of third grade students even semester semester 2019/2020. Thus, low student speaking skills can be applied learning by using role playing learning models assisted by audio visual media. This finding has implications for improving the speaking skills of Indonesian students in class III which is done by applying the role playing learning model assisted by audio visual media so that the learning activities will be more meaningful for students. The results of this study can be used as a study of relevant research results by other researchers.

Keywords: Speaking skills, role playing