

**PENGARUH MODEL PEMBELAJARAN ROLE PLAYING
TERHADAP HASIL BELAJAR IPA SISWA
KELAS V SD NEGERI 065013**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui: 1) Hasil belajar IPA siswa tanpa menggunakan model pembelajaran *Role Playing* di kelas V SD Negeri 065013 Medan, 2) Hasil belajar IPA siswa dengan menggunakan model pembelajaran *Role Playing*, dan 3) Pengaruh signifikan model *Role Playing* terhadap hasil belajar IPA siswa. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *quasi eksperimen*, melibatkan dua kelas yaitu kelas VA sebagai kelas kontrol dan VB sebagai kelas eksperimen. Instrumen yang digunakan berupa tes pilihan ganda sebanyak 10 soal. Hasil penelitian menunjukkan bahwa rata-rata nilai post-test siswa kelas eksperimen sebesar 83,33 lebih tinggi dibandingkan dengan kelas kontrol sebesar 72,14. Berdasarkan hasil uji t diperoleh nilai thitung $6,214 > t_{tabel} 2,021$, sehingga H_0 ditolak dan H_a diterima. Dengan demikian dapat disimpulkan bahwa model pembelajaran *Role Playing* berpengaruh signifikan terhadap hasil belajar IPA siswa kelas V SD Negeri 065013 Medan T.P 2023/2024.

Kata Kunci: *Quasi Eksperimen, Role Playing, Hasil Belajar IPA*

**THE EFFECT OF THE ROLE PLAYING LEARNING MODEL
ON SCIENCE LEARNING OUTCOMES OF FIFTH GRADE
STUDENTS AT SD NEGERI 065013**

ABSTRACT

This study aims to determine: 1) The science learning outcomes of fifth-grade students without using the Role Playing learning model at SD Negeri 065013 Medan, 2) The science learning outcomes of students using the Role Playing learning model, and 3) The significant effect of the Role Playing model on students' science learning outcomes. This research employed a quantitative approach with a quasi-experimental method, involving two classes: VA as the control class and VB as the experimental class. The research instrument used was a multiple-choice test consisting of 10 questions. The results showed that the average post-test score of students in the experimental class was 83.33, higher than the control class, which was 72.14. Based on the t-test results, the calculated t-value of 6.214 was greater than the t-table value of 2.021, indicating that H_0 was rejected and H_a was accepted. Therefore, it can be concluded that the Role Playing learning model has a significant effect on improving the science learning outcomes of fifth-grade students at SD Negeri 065013 Medan in the 2023/2024 academic year.

Keywords: *Quasi-Experiment, Role Playing, Science Learning Outcomes*