ABSTRAK

Berbagai upaya dilakukan agar pendidikan di Indonesia meningkat. Salah satunya semakin banyak metode dan strategi yang dilakukan agar pembelajaran lebih efektif dan siswa tidak bosan. Latar belakang pada penelitian ini adalah kurangnya motivas belajar peserta didik kelas V.B di SD Negeri 1 Talang kelapa melalui strategi role playing. Adapun tujuan penelitian ini adalah untuk mengetahui seberapa pengaruhnya Penerapan strategi pembelajaran role playing dalam meningkatkan motivasi peserta didik kelas V di SD Negeri 1 Talang Kelapa Kabupaten Banyuasin .

Penelitian yang digunakan penelitian kuantitatif dengan metode penelitian eksperimen. Penelitian ini dilakukan dalam tiga tahapan yaitu : melakukan pretest dan pemberian angket, memberikan treatment (X) dan melakukan posttest dan pemberian angket. Penelitian ini menggunakan 4 teknik pengumpulan data yaitu, observasi, test, angket dan dokumentasi dan teknik analisis data menggunakan "uji t".

Berdasarkan hasil penelitian menunjukkan bahwa memiliki peningkatan motivasi belajar sebelum dan sesudah penerapan strategi role playing di SDN 1 Talang Kelapa hal ini dibuktikan dengan sebelum diterapkan strategi role playing meliputi 3 kategori, persentase 26% (tinggi) ada 3 peserta didik, 48% (sedang) ada 4 peserta didik dan 26% (rendah) ada 3 peserta sedangkan motivasi belajar peserta didik sesudah diterapkan strategi role playing meliputi 3 kategori, 26% (tinggi) ada 3 peserta didik, 50% (sedang) ada 5 peserta didik dan ada 24% (rendah) ada 2 peserta.

Kata Kunci : *Strategi, Role Playing, Motivasi*

ABSTRACK

Various efforts have been made to improve education in Indonesia. One of them is that more methods and strategies are used so that learning is more effective and students are not bored. The background of this research is the lack of learning motivation of class V.B students at SD Negeri 1 Talang Kelapa through role playing strategies. The purpose of this study was to find out how much influence the application of role playing learning strategies had in increasing the motivation of fifth graders at SD Negeri 1 Talang Kelapa, Banyuasin Regency.

The research used is quantitative research with experimental research methods. This research rwas conducted in three stages, namely: conducting a pretest, giving treatment (X) and conducting a posttest. This study 3 data collection, namely, observation, testing and documentation and data analysis techniques using "t test".

Based on the research, it shows that having an increase in learning motivation before and before the implementation of the role playing strategy at SDN 1 Talang Kelapa this is evidenced by before the role playing strategy was implemented covering 3 categories, the percentage of 26% (high) there were 3 students, 48% (medium) there 4 students and 26% (low) there are 3 participants while the learning motivation of students before the role playing strategy is applied includes 3 categories, 26% (high) there are 3 students, 50% (moderate) there are 5 students and there are 24% (high) low) there are 2 participants.

Keywords: *Strategy, Role Playing, Motivation*