

## ABSTRAK

**Rosmawati. Nim: 151 410 173, dengan judul“Meningkatkan Kemampuan Siswa dalam Mengeluarkan Pendapat Materi musyawarah pada Mata Pelajaran PKn Melalui Metode *Role Playing* di Kelas VB SDN 23 Kecamatan Duingi Kota Goirontalo” di bawah bimbingan Dra. Elmia Umar, M.Pd(Pembimbing I) dan Nurhayati Tine, S.PdI., M.HI**

Rumusan dalam penelitian ini adalah apakah penerapan metode *role playing* dapat meningkatkan kemampuan siswa dalam mengeluarkan pendapat materi musyawarah pada mata pelajaran Kn di kelas VB SDN 23 kecamatan Duingi. Penelitian ini bertujuan untuk mengetahui peningkatan kemampuan siswa dalam mengeluarkan pendapat setelah diterapkannya metode *role playing* di SDN 23 Duingi kecamatan Duingi Kota Gorontalo dengan jumlah siswa 21 orang yang terdiri dari 11 siswa putra dan 10 siswa putri. Adapun metode yang digunakan adalah deskripsif kualitatif.

Hasil penelitian diperoleh bahwa kemampuan siswa dalam mengeluarkan pendapat pada mata pelajaran PKn materi musyawarah melalui metode *role playing* telah mengalami peningkatan. Hasil pada siklus I menunjukkan bahwa aspek-aspek kemampuan siswa dalam mengeluarkan pendapat cenderung berkategori cukup dengan perolehan skor rata-rata 61%. Kemudian pada siklus II, aspek-aspek kemampuan siswa dalam mengeluarkan pendapat mengalami peningkatan sebesar 81% dengan kategori baik.

Berdasarkan hasil penelitian di atas dapat disimpulkan bahwa kemampuan siswa dalam mengeluarkan pendapat pada mata pelajaran PKn materi musyawarah di kelas VB SDN 23 Duingi kecamatan Duingi Kota Gorontalo dapat diterapkan melalui metode *role playing*

**Kata Kunci : kemampuan siswa mengeluarkan pendapat, materi musyawarah, metode *role playing***

## ABSTRACT

***Rosmawati. Nim: 151 410 173, "Improve the Ability of Students in Remark on Civics Lesson of Deliberation Matter Through Role Playing Methods in Class VB SDN (State Elementary School) 23 Duingi district Gorontalo city", under the guidance Dra. Elmia Umar, M.Pd (Advisor I) and Nurhayati Tine, S.Pd., M.Hi (Advisor II)***

*This research is a class action that aims to determine the increase in students' skills in the opinion issued after the adoption of role playing method in class VB SDN 23 Duingi district Gorontalo city by the number of students 21 people consisting of 11 male and 10 female. The research was conducted through the stages which include initial observation, the cycle I and cycle II by using participant observation techniques in the process of data collection.*

*The substance of this study was the increase in students' ability to remark on the subjects of civic participation deliberative material after the application of methods that include role-playing aspect of the remark courage, cooperation in groups, in the manner of expression and roling ability.*

*The result of study found that students 'understanding of students' ability to remark on the subject matter of deliberation on Civics through role playing methods have improved. At the beginning of the observation conditions of a student's ability to voice opinions at this stage is still low while increasing the cycle. This is evident from the observations to stale courage in expressing an opinion on the cycle I 61%, 84% the second cycle, the cycle of cooperation in group I 60%, 79% of the second cycle, the attitude in expressing an opinion on the cycle I and cycle II 59% 83 % and the aspect of roling ability in cycle I and cycle II 65% 77% with an average increase of 61% and I cycle II cycle of 81%.*

*Based on the above findings it can be concluded that the ability of students remark on the subject matter of deliberation in Civics class VB SDN 23 Duingi district Gorontalo city can be applied through role playing methods.*

***Keywords: students' ability to remark, matter of deliberation, role playing method***