

ABSTRAK

Penelitian ini bertujuan untuk menganalisis mengenai pengaruh metode pembelajaran Demonstrasi dan *Role playing* terhadap hasil belajar siswa dalam pembelajaran PPKn di SD Islam Al-Khoiriyyah Surabaya. Metode penelitian yang digunakan adalah *quasi-eksperimental* dengan desain *pretest-posttest*. Subjek penelitian adalah siswa kelas IV SD Islam Al-Khoiriyyah Surabaya yang terbagi menjadi dua kelompok, yaitu kelompok eksperimen I yang menggunakan metode demonstrasi dan kelompok eksperimen II yang menggunakan metode pembelajaran *role playing*. Data penelitian dikumpulkan melalui tes pengetahuan dan tes sikap. Hasil penelitian menunjukkan bahwa rata-rata hasil belajar yang menggunakan metode pembelajaran demonstrasi sebesar 82,2, sementara rata-rata hasil belajar yang menggunakan metode *role playing* sebesar 80,0. Metode pembelajaran demonstrasi lebih unggul dari metode *role playing*. Hasil uji t menunjukkan bahwa antara metode demonstrasi dan *role playing* sama-sama berpengaruh terhadap hasil belajar siswa dengan nilai signifikansi 0,00. Terdapat perbedaan yang signifikan antara metode demonstrasi dan *role playing* terhadap hasil belajar siswa pada mata Pelajaran PPKn siswa kelas IV di SD Islam Al-Khoiriyyah Surabaya dengan nilai signifikansi 0,00

Kata Kunci : Metode pembelajaran Demonstrasi, Metode Pembelajaran Role playing, Hasil belajar, PPKn.

ABSTRACT

This research aims to analyze the influence of demonstration and role playing learning methods on student learning outcomes in Civics learning at Al-Khoiriyyah Islamic Elementary School, Surabaya. The research method used was quasi- experimental with a pretest-posttest design. The research subjects were fourth grade students at Al-Khoiriyyah Islamic Elementary School, Surabaya, who were divided into two groups, namely experimental group I which used the demonstration method and experimental group II which used the role playing learning method. Research data was collected through knowledge tests and attitude tests. The research results show that the average learning outcome using the demonstration learning method is 82.2, while the average learning outcome using the role playing method is 80.0. The demonstration learning method is superior to the role playing method. The results of the t test show that the demonstration and role playing methods both have an effect on student learning outcomes with a significance value of 0.00. There is a significant difference between the demonstration and role playing methods on student learning outcomes in the PPKn subject for class IV students at Al-Khoiriyyah Islamic Elementary School, Surabaya with a significance value of 0,00

Keywords: Demonstration learning method, Role playing learning method, learning outcomes, PPKn.