

# **EFEKTIVITAS MODEL PEMBELAJARAN *ROLE PLAYING* DALAM MENINGKATKAN PEMAHAMAN SISWA TERHADAP MATERI KISAH HIJRAH PADA MATA PELAJARAN PAI DI SMPN 7 BANDUNG**

## **ABSTRAK**

Rendahnya aktivitas dan hasil belajar siswa kelas VIII SMP Negeri 7 Bandung pada mata pelajaran PAI materi kisah, disebabkan kurang tepatnya model pembelajaran. Salah satu model pembelajaran yang dapat digunakan dalam proses pembelajaran PAI adalah *role playing*. Keunggulan *role playing* dapat memberikan kesan pembelajaran yang kuat dan tahan lama dalam ingatan siswa. Adapun tujuan dari penelitian untuk mengetahui efektivitas penggunaan model *role playing*. Penelitian ini menggunakan metode kuasi eksperimen jenis *nonequivalent control group design* dengan pendekatan kuantitatif. Analisis data meliputi analisis uji normalitas, uji homogenitas, perhitungan gain ternormalisasi, uji *t-test* yang terdiri dari uji *paired sample test* dan uji *independent sample test*. Hasil penelitian menunjukkan nilai sig. (2-tailed) sebesar  $0,000 < 0,05$ , maka sesuai dasar pengambilan keputusan dalam uji *independent sample t-test*, jika nilai sig.(2-tailed)  $< 0,05$  maka  $H_0$  ditolak dan  $H_a$  diterima dengan kata lain terdapat perbedaan yang signifikan antara siswa eksperimen dan kontrol. Implementasi penelitian ini siswa dibagi menjadi lima kelompok, setiap kelompok mempelajari skenario yang telah diberikan, guru memberikan penjelasan tentang kompetensi yang ingin dicapai, guru memanggil siswa yang sudah mempelajari skenario untuk melakonkan skenario, masing-masing siswa diberikan lembar kerja untuk memberi penilaian atas penampilan masing-masing kelompok yang telah tampil.

Kata kunci : PAI, *Role Playing*, Kisah

**EFFECTIVENESS OF ROLE PLAYING LEARNING MODEL IN IMPROVING  
STUDENTS' UNDERSTANDING OF HIJRAH STORY MATERIALS ON  
ISLAMIC EDUCATION SUBJECT AT SMPN 7 BANDUNG**

**ABSTRACT**

The low of learning activities and outcomes of the student in class VIII at SMP Negeri 7 Bandung on Islamic Education subject, in terms of story materials, is caused by the inappropriate learning model. One of the learning models that can be used in the learning process of Islamic Education is role playing. With respect to the eminence of role playing, it can, in fact, give a strong and durable learning impression in the students' memory. This present study aims at determining the effectiveness of the use of role playing model. This carried out study employed a quasi-experimental method in the form of non-equivalent control group design through a quantitative approach. In regard to the data analysis, it included the analyses of normality test, homogeneity test, normalized gain calculation, and t-test consisting of paired-sample test and independent sample test. The results of this study showed that the value of sig. (2-tailed) was  $0.000 < 0.05$ . Then, based on the principle of making decision in the independent sample t-test, if the value of sig. (2-tailed) was  $< 0.05$ ,  $H_0$  was rejected and  $H_a$  was accepted. In the other word, there was a significant difference between the students in experiment class and control class. With respect to the implementation of this study, the students were divided into five groups. Then, each group was assigned to study the given scenario and the teacher gave the explanation on the to-be-achieved competence. Afterwards, the teacher called the students who had studied the scenario to play the scenario and each student was given also a worksheet used to assess the performance of each group.

Keywords: Islamic Education, Role Playing, Story