

**THE EFFECT OF ROLE PLAY ON STUDENTS' CONCEPT  
MASTERY AND STUDENTS' CREATIVE SKILL IN LEARNING  
CIRCULATORY SYSTEM**

**Research Paper**

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### **Declaration**

I do hereby declare that every respect which is written in research paper entitled “The Effect of Role Play on Students’ Concept Mastery and Students’ Creative Skill in Learning Circulatory System” is genuinely pure result of my own original ideas, efforts, research, work and not copy or plagiarized from other papers. The opinions or findings of others which is contained in this research paper has been quoted or referenced based on scientific code of conduct and accordance with an ethical science that applies in scholarly society. This declaration is created truthfully and consciously, when subsequently it is found an infringement toward scientific ethics, or if there is a claim of any others towards the authenticity of this research paper, hence I am willing to responsible and accept academics sanctions correspond to applicable the rules.

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# **THE EFFECT OF ROLE PLAY ON STUDENTS' CONCEPT MASTERY AND STUDENTS' CREATIVE SKILL IN LEARNING CIRCULATORY SYSTEM**

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## **ABSTRACT**

This research analyzed the effect of role play on students' concept mastery and students' creative skills in learning human circulatory system. The method used in this research is quasi-experimental method. The sample was taken by cluster random sampling technique with the population of students in 8<sup>th</sup> grade at one of Junior High School in Bandung. The samples in the experimental class  $n=24$  and control class  $n=24$ . The data obtained using the rubric of creative skill consist of process and product. For treatment in experiment class, implemented the role play while for the control class conducted the group discussion. This study aims to examine the effect of role play on students' concept mastery and students' creative skills. The data result of students' concept mastery was taken by pretest and posttest. The result of students' concept mastery was indicated by mean of posttest score in the experimental class which is implemented the role play is higher than the control class,  $79.50 > 64.00$  respectively. Creative skills in process that will be seen during the implementation of the role play and creative skills in product measured by the scenario of the role play. This research indicated that role play can be implemented in teaching learning process, the research findings show that there is a significant effect of role play on students' concept mastery and lead students to be skillfully creative.

**Key Words:** *Role play, students' concept mastery, students' creative skills, human circulatory system.*

**PENGARUH *ROLE PLAY* PADA PENGUASAAN KONSEP DAN  
KEAHLIAN KREATIVITAS DALAM PEMBELAJARAN SISTEM  
PEREDARAN DARAH MANUSIA**

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**ABSTRAK**

Penelitian ini menganalisis pengaruh bermain peran pada penguasaan konsep siswa dan keterampilan kreatif siswa dalam mempelajari sistem sirkulasi manusia. Metode yang digunakan dalam penelitian ini adalah metode *quasi-experimental*. Sampel diambil dengan teknik *cluster random sampling* dengan populasi siswa di kelas 8 di salah satu SMP di Bandung. Sampel dalam kelas eksperimen  $n = 24$  dan kelas kontrol  $n = 24$ . Data yang diperoleh dengan menggunakan rubrik keterampilan kreatif terdiri dari proses dan produk. Untuk perawatan di kelas eksperimen, diimplementasikan permainan peran sementara untuk kelas kontrol dilakukan diskusi kelompok. Penelitian ini bertujuan untuk menguji pengaruh bermain peran pada penguasaan konsep siswa dan keterampilan kreatif siswa. Data hasil penguasaan konsep siswa diambil dengan pretest dan posttest. Hasil penguasaan konsep siswa ditunjukkan dengan rata-rata skor posttest di kelas eksperimen yang diimplementasikan bermain peran lebih tinggi dari kelas kontrol,  $79,50 > 64,00$  masing-masing. Keterampilan kreatif dalam proses yang akan terlihat selama pelaksanaan permainan peran dan keterampilan kreatif dalam produk diukur dengan skenario permainan peran. Penelitian ini menunjukkan bahwa bermain peran dapat diimplementasikan dalam proses belajar mengajar, temuan penelitian menunjukkan bahwa ada pengaruh yang signifikan dari bermain peran pada penguasaan konsep siswa dan mengarahkan siswa untuk menjadi kreatif.

**Kata Kunci:** *Role play*, penguasaan konsep siswa, keahlian kreativitas siswa, sistem peredaran darah pada manusia

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The research was conducted to examine the effect of role play towards students' concept mastery. This research paper is the last requirements for all university students in educational major to finish their study and obtain *Sarjana Pendidikan*. Those are five chapters in this research paper that are describe how is the effect of role play to students' concept mastery in human circulatory system topic, the research paper contains of introduction, literature review, research methodology, result of discussion of the research, conclusion and recommendation.

The perfection belongs to Allaah SWT, the author realizes that this paper still has so many weaknesses that have to be improved. Therefore, the writer expects comments and suggestion are most welcome to improve the quality of learning process in the future. Hopefully the results that presented in this research paper can be useful and can be improved by the other researcher.

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