

**PENGARUH METODE *ROLE PLAYING* TERHADAP KETERAMPILAN  
BERBICARA BAHASA INDONESIA SISWA KELAS IV SDN 4 KESIK  
TAHUN PELAJARAN 2022/2023**

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**ABSTRAK**

**Iza Aulia Hafazoh (2023)** judul : Pengaruh Metode *Role Playing* Terhadap Keterampilan Berbicara Bahasa Indonesia Siswa Kelas IV SDN 4 Kesik Tahun Pelajaran 2022/2023

Penelitian ini bertujuan untuk mengetahui pengaruh metode *role playing* terhadap keterampilan berbicara bahasa Indonesia siswa kelas IV SDN 4 Kesik tahun pelajaran 2022/2023. Jenis Penelitian ini eksperimen. Populasi penelitian ini adalah SDN 4 Kesik dan sampel di penelitian ini adalah siswa kelas IV SDN 4 Kesik sebanyak 50 orang. Pengambilan sampel menggunakan teknik *Sampling Total*. Metode yang digunakan adalah metode eksperimen dengan desain *posttest only control group design*. Pengumpulan data dilakukan dengan angket (*kuesioner*) kemudian dianalisis dengan uji-t. Berdasarkan perhitungan uji-t diperoleh nilai  $t_{hitung} = 7,73134$  dan  $t_{tabel} = 2,40658$  pada  $dk = 48$  dan dengan taraf signifikan 0,05 sehingga  $H_a$  diterima  $H_o$  ditolak. Hasil penelitian menunjukkan bahwa metode *role playing* berpengaruh positif terhadap keterampilan berbicara siswa kelas IV SDN 4 Kesik. Hasil ini menunjukkan bahwa metode *role playing* dapat dijadikan upaya meningkatkan keterampilan berbicara siswa kelas IV SDN 4 Kesik.

Kata kunci: Metode *role playing*, Keterampilan berbicara siswa kelas IV SD.

**THE EFFECT OF THE ROLE-PLAYING METHOD ON THE INDONESIAN  
SPEAKING SKILL OF FOURTH-GRADE STUDENTS AT SDN 4 KESIK IN  
ACADEMIC YEAR 2022/2023**

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**ABSTRACT**

**Iza Aulia Hafazoh (2023), The Effect Of The Role-Playing Method On The Indonesian Speaking Skill Of Fourth-Grade Students At SDN 4 Kesik In Academic Year 2022/2023**

This research aims to examine the effect of the role-playing method on the Indonesian speaking skills of fourth-grade students at SDN 4 Kesik in academic year 2022/2023. This is experimental research with population was SDN 4 Kesik and the sample was 50 fourth-grade students at SDN 4 Kesik. Sampling technique used the *Total Sampling* technique. The method used is an experimental method with a *posttest only control group design*. Data collection was carried out using questionnaires and then analyzed using the t-test. Based on the t-test calculation, the value obtained is  $t_{count} = 7.73134$  and  $t_{table} = 2.40658$  at  $dk = 48$  and with a significance level of 0.05. Thus,  $H_a$  is accepted and  $H_o$  is rejected. The results of the research show that the role-playing method has a positive effect on the speaking skills of fourth-grade students at SDN 4 Kesik. These results indicate that the role-playing method can be used as an effort to improve speaking skills of fourth-grade students at SDN 4 Kesik.

**Keywords:** *Role-playing* method, speaking skills of fourth grade elementary school students.

