Role Playing: An Effective Strategy for Understanding Muhammadiyah's Social Enterprises in Grade XII at Muhammadiyah High School Bumiayu

Wise Masja Lintang Harkatiningsih[1], Rifki Zahrani Masyithoh[2], Dwi Septina Anggraeni[3], Darojat[4]

[1,2,3,4] Universitas Muhammadiyah Purwokerto, Purwokerto, Indonesia

Email: wisemazjalintang@gmail.com, zahranirifki.324@gmail.com, dwiseptina1212@gmail.com, darojat@ump.ac.id

Abstract

Introduction to the Problem: Education plays a crucial role in enhancing human resource quality, in line with the national education goals aimed at advancing the nation's intellectual life. One organization that has made significant contributions to education in Indonesia is Muhammadiyah, through its active social enterprises in various educational activities. **Purpose:** This study aims to enhance the effectiveness of role-playing as a learning model to improve students' understanding of Muhammadiyah's social enterprises in Grade XII at Muhammadiyah High School Bumiayu. **Design/Methods/Approach:** The research employs a qualitative approach, with data collected through observations, tests, and interviews. **Findings:** The study results indicate that role-playing is effective in helping students understand the material about Muhammadiyah's social enterprises. Students not only gain theoretical knowledge but also experience firsthand the values inherent in Muhammadiyah's work, such as hard work and sincerity. Despite challenges in implementation, such as doubts in playing characters, the method overall succeeded in increasing students' understanding and involvement in social activities. **Research Implications/Limitations:** Despite the challenges in its implementation, such as doubts in playing characters. **Originality/Value:** This research recommends using simpler materials to improve the effectiveness of learning in the future.

Keywords : Education, Muhammadiyah's Social Enterprises, Learning Methods, Role-Playing, Student Understanding

Introduction

Education is a process of guidance carried out by adults consciously towards children,

enabling them to lead a decent life in accordance with the demands of the times (Suryanto et al., 2024). Education plays a crucial role in improving the quality of human resources, in line with the function and goals of national education, which are to develop abilities and shape the character and civilization of a dignified nation in order to enlighten the nation's life (Munif et al., 2021). The aim is to develop students' potential to become individuals who are faithful and devoted to God Almighty, of noble character, healthy, knowledgeable, skilled, creative, independent, and responsible democratic citizens.

According to Zarro (2020), Indonesia has a diverse educational history, which is influenced by various organizations that use education as a means of movement and dedication. One of the many organizations in Indonesia that has remained active and experienced significant development is Muhammadiyah (Ma'rif & Akbar, 2024). Furthermore, according to Akbar (2021), Muhammadiyah has made a significant impact, particularly in the field of education. Evidence supporting Muhammadiyah's influence in education includes the numerous Muhammadiyah social enterprises actively involved in education, healthcare, and other social activities (Ma'rif & Akbar, 2024).

Muhammadiyah's social enterprises are initiatives organized by Muhammadiyah to achieve its goals, which are to uphold and promote Islam. All activities carried out by these enterprises must be directed towards fulfilling the purposes and objectives of Muhammadiyah (Supriyadi et al., 2024). In achieving its goals, Muhammadiyah consistently encourages its members to engage in activities aimed at upholding Islamic teachings. This aligns with the view expressed by Irman (2016), who stated that without the support of its members, the goals and objectives of Muhammadiyah would not be accomplished (Ferihana, 2022). According to Musthafa (1988), in the Muhammadiyah Articles of Association, Article 4, it is stated that one of the activities and efforts carried out to achieve these goals is to advance education and culture, as well as to expand knowledge, technology, and research in accordance with Islamic principles (Ferihana, 2022). One of the efforts in the field of education that can be undertaken is to help students, especially in Muhammadiyah schools, deeply understand Muhammadiyah's social enterprises. A deep understanding of Muhammadiyah's social enterprises is important for students because it will shape their character as the nation's future generation, instilling noble values in line with Muhammadiyah's goals. Furthermore, according to Ali (2018), this learning specifically aims to instill spiritual values, faith, and piety, so that the learning about Muhammadiyah's social enterprises is not only theoretical but also practical, encouraging individuals to routinely implement everything taught in Islam (Yuliani, 2022). To achieve this goal, educators must be skilled in

selecting the appropriate learning model so that the learning process achieves significant quality (Yuliani, 2022). In this regard, one interesting learning model to use is the role-playing model.

According to Anas, the role-playing learning model is a model used to express human relationships by acting them out, allowing students to simultaneously explore feelings, attitudes, values, and various problem-solving strategies. Meanwhile, according to Wahab (2009), role-playing is acting according to pre-determined roles for specific purposes. Role-playing can create a learning situation based on experience and emphasizes the dimensions of place and time as part of the learning material (Nurfauzi et al., 2023). Furthermore, according to Wahyuni, the role-playing model can train students' mathematical communication skills and help them become more active in learning, thus motivating them to study (Yuliani, 2022).

Learning activities should always be innovative to address challenges in the field of education. Several studies have examined the effectiveness of the role-playing learning model with various learning materials. However, in this study, the author will analyze the effectiveness of the role-playing learning model in the subject of Muhammadiyah studies, specifically the material on Muhammadiyah's social enterprise business, in Grade XII at Muhammadiyah High School Bumiayu.

Literature Review

Research on the effectiveness of role-playing in learning has been widely conducted. According to Wahab (2009), the role-playing model involves acting according to pre-determined roles for specific purposes. Role-playing can create learning situations based on experience and emphasize the aspects of place and time as part of the learning material (Nurfauzi et al., 2023). According to Djamarah and Zain (2008), the role-playing method has several advantages compared to other learning methods, namely: 1) it provides an enjoyable experience that leaves a strong and lasting impression on students, 2) it is very engaging for students, which creates a dynamic and enthusiastic classroom atmosphere, 3) it fosters optimism and a sense of togetherness, and 4) students gain direct experience in acting out something discussed in the learning material during the learning process (Nurfauzi et al., 2023). This is in line with the research conducted by Julaeka Raplesi on Grade XII students at Muhammadiyah High School Sukamandi, which found that learning using the role-playing method received a strong response to the material on economic behavior activities and had a positive impact on students' learning outcomes.

Furthermore, in the context of religious (Islamic) education, research by (Yuliani, 2022) indicates that the role-playing method can enhance the effectiveness of understanding religious learning materials, as evidenced by an increase in understanding, student engagement, and mastery

of the PAI material being studied. However, studies that focus on examining the effectiveness of role-playing in understanding material related to Muhammadiyah's social enterprises are still limited. Therefore, this study is expected to fill this gap and contribute to the development of effective teaching methods in Islamic education in Muhammadiyah schools, especially in the learning of Muhammadiyah studies materials.

Methods

This research uses a qualitative approach to examine the effectiveness of the role-playing learning method in improving students' understanding of Muhammadiyah's social enterprises in Grade XII at Muhammadiyah High School Bumiayu. The research process begins with the planning phase, which includes selecting the class as the research subject, namely Class XII.1 and XII.2, as well as determining the appropriate material based on the syllabus analysis. The researcher develops a Lesson Plan (RPP) that integrates the role-playing method, and prepares the necessary teaching media and evaluation tools. The implementation of the learning process is divided into three stages: the initial activity, the core activity, and the closing activity. During the core activity, students engage in role-playing after receiving an explanation from the teacher. After the activity, interviews are conducted with several students to understand their comprehension of the material being taught. Data obtained from observations, tests, and interviews show that the role-playing method is effective in enhancing students' understanding, with satisfactory evaluation results and positive feedback from students regarding their learning experience. This study demonstrates that the role-playing method not only helps students understand the material explicitly but also delves into the values embedded in Muhammadiyah's social enterprises.

Result

Based on the results of observations, tests, and interviews conducted in Grade XII at Muhammadiyah High School Bumiayu, the research reveals that the role-playing learning method is very effective in understanding the material on Muhammadiyah's social enterprises. The following is an overview of the research findings conducted in Grade XII at Muhammadiyah High School Bumiayu:

The implementation begins with planning and determining the learning activities to be carried out. Several steps involved in planning the learning activities using the role-playing method are as follows: (1) Selecting the class to be the research subject, in this case, the research was conducted in Class XII.1 and XII.2 at Muhammadiyah High School Bumiayu; (2) Determining the topics or material to be used in the research by analyzing the syllabus to identify the standard competencies

and basic competencies to be taught. In this case, the researcher chose a topic from the Muhammadiyah Studies subject, specifically a chapter discussing Muhammadiyah's social enterprises; (3) Developing a Lesson Plan (RPP) using the role-playing method, where the researcher prepared a teaching module that had been tailored accordingly; (4) Preparing teaching media such as relevant books or modules, as well as a drama script for role-playing, which was essential for the success of the learning process; (5) Preparing evaluation tools, including questions that had been provided or were included in the learning plan.

The implementation of the learning process in this research is divided into the introductory activity, core activity, closing activity, and then followed by an interview at the end to evaluate the learning process that has been conducted. At the beginning of the core activity, the teacher explains the material as a trigger to connect students' general and basic understanding of Muhammadiyah's social enterprises, followed by the role-playing activity that had been planned. In this case, the teacher also explains how the role-playing method is to be conducted before the role-playing activity takes place. After completing the role-playing activity, the teacher re-explains the purpose or content of the script used for the role-playing media so that students not only understand the material about Muhammadiyah's social enterprises explicitly but also implicitly.

Based on the observations or research conducted during the lesson on Muhammadiyah's social enterprises using the role-playing method, it was found that the role-playing method is effective and successfully provided a deep understanding to the students in Grade XII, as evidenced by the evaluation results through the test (where students completed the provided questions), showing that the average score achieved was quite good. This provides sufficient evidence that the role-playing method is effective to implement and aligns with the chosen material (Muhammadiyah's social enterprises).

This interview was conducted by selecting several students to serve as the research subjects and as part of the learning evaluation. Based on the interviews conducted with these student representatives, the results show that the role-playing method is effective in deepening and enhancing students' understanding of Muhammadiyah's social enterprises.

Discussion

The results of the research through interviews show that the role-playing method is effective in enhancing students' understanding of Muhammadiyah's social enterprises. This was expressed by one of the informants, who said that they felt the method was suitable because it allowed them to "directly experience how Muhammadiyah's social enterprises operate in society," making the previously abstract concepts easier for them to understand. Furthermore, students were also able

to explain in detail the contributions made by Muhammadiyah's social enterprises in the community.

In addition, learning through the role-playing method not only provided a new experience for the students but also helped them internalize the noble values of Muhammadiyah, such as hard work and sincerity, which are practiced in its social enterprises. This is reflected in the increased sense of pride and appreciation the students have for Muhammadiyah's social enterprises. However, some students faced challenges, such as feeling unsure about portraying certain characters and some of their classmates not staying focused on the lesson.

Therefore, it is recommended that the material used or designed for the role-playing method be simplified, particularly the vocabulary that will be spoken during the role-playing activities. Overall, the role-playing method has proven effective in enhancing students' understanding of Muhammadiyah's social enterprises, which can also encourage them to actively participate in social activities similar to those carried out by Muhammadiyah in the community.

Based on the results obtained from the research, it can be concluded that the role-playing method is effective in improving students' understanding of the material on Muhammadiyah's social enterprises in the Muhammadiyah studies subject for Grade XII at Muhammadiyah High School Bumiayu..

Conclusion

The conclusion of this research is that the role-playing learning method is highly effective in helping Grade XII students at Muhammadiyah High School Bumiayu understand the material on Muhammadiyah's social enterprises. With proper planning, such as selecting the appropriate material, preparing the Lesson Plan (RPP), and preparing the media and evaluation tools, this method successfully enabled students to gain a deeper understanding of the material, both directly and indirectly. The test results showed good scores, and interviews with students also indicated that they found it easier to understand Muhammadiyah's social enterprises after participating in the role-playing activity.

Through this method, students not only learn theory but also experience firsthand how the values of Muhammadiyah are applied in its social enterprises, such as hard work and sincerity. This made students feel proud and more appreciative of Muhammadiyah's contributions to society. Although there were challenges, such as uncertainty in portraying characters and some students lacking focus, overall, this method proved effective and encouraged students to be more active in social activities. It is recommended that the material used be simplified, particularly in the vocabulary used in the role-playing activities.

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