

**PENGARUH EDUKASI DENGAN MEDIA ROLE PLAYING TERHADAP  
KESIAPSIAGAAN BENCANA GEMPA BUMI SISWA SD NEGERI 03  
KENEP SUKOHARJO**

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**ABSTRAK**

**Pendahuluan** : Bencana berpengaruh besar terhadap kelompok yang paling rentan, terutama kelompok usia anak. Oleh karena itu pembekalan kesiapsiagaan bencana sangat dibutuhkan untuk anak khususnya usia sekolah dasar. Pengenalan kebencanaan semakin baik bila dimulai sejak dini pada anak dengan menggunakan kegiatan yang menarik seperti kegiatan role playing. **Tujuan** : mengidentifikasi kesiapsiagaan bencana gempa bumi sebelum pemberian edukasi dengan media role playing pada siswa SD Negeri 03 Kenep Sukoharjo, mengidentifikasi kesiapsiagaan bencana gempa bumi sesudah pemberian edukasi dengan media role playing pada siswa SD Negeri 03 Kenep Sukoharjo menganalisis pengaruh edukasi dengan media role playing terhadap kesiapsiagaan anak sekolah dasar dalam menghadapi bencana gempa bumi pada siswa SD Negeri 03 Kenep Sukoharjo. **Metode** : quasi eksperimental non equivalent control group pre test post test design. **Subyek penelitian** : sebanyak 44 siswa, dengan kelompok intervensi 22 siswa, kelompok kontrol 22 siswa. **Tempat** : SD Negeri 03 Kenep Sukoharjo. **Waktu** : Desember 2024- Juni 2025. **Hasil** : uji menggunakan paired t-test dengan nilai p 0,004 yang berarti edukasi dengan media roleplaying berpengaruh terhadap kesiapsiagaan siswa. **Kesimpulan** : edukasi dengan media roleplaying berpengaruh terhadap kesiapsiagaan siswa.

**Kata Kunci** : *Gempa bumi, Role playing, Kesiapsiagaan*

**THE EFFECT OF EDUCATION WITH ROLE PLAYING MEDIA ON  
EARTHQUAKE DISASTER PREPAREDNESS OF STUDENTS OF STATE  
ELEMENTARY SCHOOL 03 KENEP SUKOHARJO**

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**ABSTRACT**

**Introduction:** Disasters have a profound impact on vulnerable groups, particularly children. Therefore, disaster preparedness education is crucial, especially for elementary school-aged children. Early disaster awareness is more effective when introduced through engaging methods such as role-playing activities. **Objectives:** This study aims to (1) identify the level of earthquake preparedness among students at SD Negeri 03 Kenep Sukoharjo before the implementation of role playing based education (2) identify the level of earthquake preparedness among students at SD Negeri 03 Kenep Sukoharjo after the implementation of role playing based education (3) analyze the effect of disaster education using role-playing media on the preparedness of elementary school students in responding to earthquake disasters. **Method:** This research employed a quasi-experimental design with a non-equivalent control group and a pre-test–post-test design. The study involved 44 students, consisting of 22 students in the intervention group and 22 students in the control group. **Setting and Time:** The study was conducted at SD Negeri 03 Kenep Sukoharjo from December 2024 to June 2025. **Results:** Data analysis using the paired t-test showed a p-value of 0.004, indicating a statistically significant effect of disaster education using role-playing media on students' earthquake preparedness. **Conclusion:** Disaster education through role-playing media significantly improves disaster preparedness among elementary school students.

**Keywords:** Earthquake, Roleplaying, Preparedness