

Scramble Learning Media on Teaching Materials Theme "Living in Harmony" for Grade III Students at the Elementary School Education Level

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ABSTRACT

Learning media used as a tool to support the teaching and learning process in grade III at the elementary school education stage has not been utilized optimally, with these weaknesses, researchers conducted research on the development of scramble games into learning media in the form of fun learning-based Scramble media. This development research aims to find out the initial conditions of learning media used as a tool to support the learning and teaching process in grade III at the elementary school education level, know the development of learning media in the form of scramble games knowing the teacher's response to the development of learning media in the form of scramble media, knowing the condition of students before and after the development of learning media in the form of scramble media, knowing the influence of learning media development in the form of scramble media on teaching materials with the theme "Living in Harmony" for grade III students at the elementary school education level. This research in his research uses the Research and Development (R&D) method of the Thiagarajan, Semmel and Semmel models which include Definement, design, development and deployment or based on 4D. Development Research was carried out by taking samples at the Rejosari State Elementary School class and the population class at Sidodadi State Elementary School and Pujorahayu State Elementary School. Data collection techniques were carried out using interviews and observations. The result of media development

in the form of Scramble media can be accepted and used in elementary schools as a learning medium to find out about "Living in Harmony".

Keywords: Media Scramble, Living Harmoniously, Grade III Elementary School

INTRODUCTION

Education that is carried out formally is obtained by following a planned and structured learning process, where the learning process follows educational regulations or provisions that have been set by an institution or department under the government. In the learning process, formal education is carried out by following the curriculum, where this curriculum is a qibla or direction for the learning process that has been determined or determined by institutions under the government. While non-formal education can be obtained from daily life, for example in children aged 6 months to 6 years they get the first education from their family environment. The level of quality of education can be improved through the learning process, for example by increasing in innovation in learning media used to provide understanding of the subject matter to students. Curriculum 2013, attitudes consist of spiritual attitudes and social attitudes. Skill or doing something, receiving a certain learning experience (Kunandar, 2013: 249).

During the teaching and learning process, teachers or teaching staff can also use the approaches used as references in teaching. Fadhilatul Rahmi, (2017) explained that good learning is paying attention to, meeting the learning needs of students and a conducive environment to support the learning process in accordance with the teacher's learning objectives. Scramble learning media is one of the approaches that teachers can use during the learning process to achieve learning objectives and tools to deliver material to students.

Learning media is a tool used to support teaching staff in delivering material or concepts in the learning process, besides this learning media has a function, namely to clarify the content of the material or concept presented so that the objectives of the learning process are achieved and more optimal. According to Sadiman in Cecep Kustandi (2011:7) said the media aids teachers to deliver material. That is, the media as an intermediary for teachers to deliver material to students. Make students focus on understanding the content and concepts of the material taught and explained by teachers or teaching staff through learning media.

Media can also be used as a tool to explain lesson topics related to objects or objects that are not possible to be brought into the classroom or study room, so that the learning media here can be used as a function to explain a material related to objects or objects. For example, when a teacher or teaching staff provides material for space, the teacher or teaching staff can use learning media as a tool that can explain the teaching material. Purwono, et al, (2014) stated that the quality of the teaching and learning process is closely related to the role of learning media. The learning process using media can be more interesting and fun. Concept, Attitude of instilling new habits, as well as changing perceptions.

Scramble games are learning media that can apply means to support students' interpretation of the learning material provided by the teacher. Suparno in Dames

(2012) states that the scramble method is a language game, to master certain skills with exhilarating ones. Budinuryanto in Guntur (2013) states that the scramble technique is a game of structuring language constructions that are provided into a better language. Structured language matching. Fitriyah in Saputra and Ratnasari (2015) explains that in this scramble game allows students to place their calmness and creativity according to the correct sentence.

The characteristics of theme-based learning should use the principle of learning by playing and learning fun, so that it is not boring for students. Based on the characteristics of elementary school students above, a learning media in the form of a game is needed. This was also conveyed by Sunar (2018: 61) that one of the things that can be done so that students can learn while playing is to modify game media into learning media. One of the game media that can be modified into a learning medium is Scramble. The Scramble media game was chosen because it is a game that is relatively popular with children and easy to play. The achievement of the objectives in the learning process teachers should carry out the teaching and learning process with various learning innovations that can provide a comfortable and pleasant teaching and learning atmosphere, so as to create a more lively classroom or learning space atmosphere.

Preliminary research conducted by observation and through interviews with teachers or teaching staff about the use of learning media used by grade III teachers at the elementary school education level in the learning process still has weaknesses. From the results of observations and interviews, there are weaknesses in the learning media used, namely, the media used in supporting teachers or teaching staff in delivering teaching materials on the theme "Living in Harmony" only from the media contained in books, such as image media in books. The results of observations and interviews for the use of learning media on the theme material "Living in Harmony" in grade III at

the elementary school education level, still rely on the learning media in books only and teachers or teaching staff only tell stories in explaining or explaining the teaching material given to students. Media like this only supports the public interest, so that when the learning process is still many students are confused this is because there is still a lack or lack of use of learning media that can make the learning process that occurs in the study room or classroom more interesting and more lively. With learning media like this used in the learning process, it causes the objectives of the learning and teaching process to have not been achieved. The lack of innovation in the use of learning media that is used as a tool to support the learning and teaching process causes the learning room or classroom to become passive and makes students get bored quickly in following the learning process. Based on the results of these observations and interviews, researchers analyze the need for learning media so that the objectives of learning will be obtained optimally. The learning media that will be developed is in the form of fun learning-based Scramble game media. This scramble game media has fun learning elements, and invites students to follow the learning process directly that will be carried out so that the teaching material delivered by the teacher or teaching staff can be absorbed and understood easily by students, as well as make the atmosphere in the learning process more lively and active.

LITERATURE REVIEW

1. Scramble learning media

Learning in schools is a planned, integrated, and systematically coordinated learning process with clear and unequivocal assessment standards and measures. Teachers have an important role to play in creating active and effective learning. John M. Echols in Hassan Shadily (2003:505) posits that Scramble means scramble, fight or struggle. Scramble is one of the cooperative learning models that can train the cohesiveness of students in groups and

is able to motivate students to follow the lesson well because Scramble is a learning model combined with games, namely randomizing games or arranging letters into correct answers.

2. Functions and Benefits of Learning media

Learning media is something that can be used to channel messages from teachers to students. According to Kemp and Dayton in (Arsyad, 2010: 19) the main functions if the media is used for individuals, groups, or groups of listeners of a large number, namely: Motivating interests or actions, Presenting information with the aim of learning media can be used in the context of presenting information in front of a group of students and Providing instructions with the aim of instruction where the information contained in the media must involve students both in the mind or mentally and in the form of real activities so that learning can occur.

The selection of one particular teaching method will affect the appropriate type of teaching medium. Hamalik (2010) stated that the use of teaching media in the teaching and learning process can arouse new desires and interests, arouse motivation and stimulation of learning activities, and even bring psychological influences on students. In general, the benefit of media in the learning process is to facilitate interaction between teachers and students so that learning will be more effective and efficient.

3. Learning materials with Themes

Furthermore, in the annex to Permendiknas No.67 (2013: 132) integrated thematic learning is a learning approach that integrates various competencies from various subjects into various themes. The integration is carried out in two ways, namely the integration of attitudes, skills and knowledge in the learning process and the integration of various related basic concepts. The theme knits the meanings of various basic concepts so that learners do

not learn the basic concepts partially. Thus the learning gives a complete meaning to the learners as reflected in the various themes available. This learning uses a combined inter-subject approach.

MATERIALS & METHODS

The research development method that researchers use in this study is Research and Development (R&D). Researchers choose this research method because researchers will develop and create media to support the learning process so that the objectives of learning are achieved. This research was conducted in grade III at the elementary school education level. This study aims to, knowing the initial condition of learning media in grade III at the elementary school level, knowing the development of Scramble media, knowing the teacher's response on the Scramble learning media developed, knowing the response of students to the Scramble learning media developed, knowing the influence on the Scramble learning media developed on the theme material "Living in Harmony" for grade III students at the school education level basis. Data collection techniques are carried out by tests and non-tests. The test technique in this study is in the form of expert validation sheets and user questionnaires. Data collection tools in the form of test questions given to students at the end of each lesson with the Scramble game media. Non-test techniques in the form of expert validation sheets and user questionnaires.

RESULT AND DISCUSSION

From the results of observations made through interviews and tests at Rejosari State Elementary School, Sidodadi State Elementary School and Pujorahayu State Elementary School, the use of learning media as a support for learning in grade III at the elementary school level has not been used optimally, therefore researchers conducted research on the development of learning media in the form of Scramble game media. Learning media in the form of

learning media in the form of fun game-based scramble game media was developed using the Research and Development (R&D) research method where this method includes defining, designing, developing and disseminating. As mentioned in Wardani's research (2019) there are several objectives in using learning media, including: (1) Provide convenience for students to better understand certain concepts, principles, and skills by using the most appropriate media according to the nature of the teaching materials. (2) Provide different and varied learning experiences so as to further stimulate learners' interest and motivation to learn (3) Foster certain attitudes and skills in technology because learners are interested in using or operating certain media. (4) Create learning situations that learners cannot forget. (5) Clarify learning information or messages. (6) Improving the quality of teaching and learning. The development of this fun learning-based Scramble learning media is carried out with many considerations. This is due to the results of interviews and observations that teachers say that the selection of media must adjust to the concept of the material to be taught, The objectives that will be obtained from the material presented, as well as adjusted to the background of the students and the scope of the school. Studying the activities of learners can be observed that learners often ask and answer questions asked by teachers or lecturers, and also through this approach the teacher or lecturer can present problems to learners and then share them learners into small groups. Solving the problem of tasks assigned by the teacher or educator. Asih (2013) suggests that the scramble learning method has educational and additional effects on students. The influence of the teacher is that the learners are active, dare to express opinions and actively discuss. At the same time, it can increase cooperation, be more responsible and increase self-confidence. Communication that takes place during improving learning is continuous.

The participation of learners in the learning process is very important.

These activities cover all aspects of education, one of which is the development of teaching and learning methods and approaches. The first step to achieving the desired goal is the achievement and excellence of learners in learning which leads to the leadership of learners according to the Education Law, (Saifulloh, et al., 2012). One example of a method or approach that can be used is scramble learning media. Learners are directly involved in using this scramble medium to define or arrange a letter into a word or sentence. Komalasari (2010), scramble learning method is a learning method that creatively finds answers to a question or pair of concepts by arranging letters that are randomly sorted as the answer.

Based on the objectives and benefits of the development of learning media, there are various functions of learning media, namely: (1) Making students more focused on the material being taught, so that students better understand the content of the subject matter being delivered; (2) In the delivery of teaching material, sometimes there are abstract materials or concepts that sometimes make it difficult for students to understand the material or concepts of the teaching material. Therefore, learning media can be used as a tool that can be used to explain material or concepts of abstract material that is difficult to explain orally; (3) Learning media can also be used as a tool to explain subject matter that concerns objects or objects that are not possible to be brought into the classroom or study room, so that the learning media here can be used as a function to explain a material related to objects or objects. For example, when teachers or teaching staff providing explanations for space, teachers or teaching staff can use learning media as a tool that can explain the teaching material; (4) The use of learning media can also minimize errors in students' interpretation or understanding of the content and concepts of the material taught by the teacher or

teaching staff, so that learning media can unite the thoughts between teachers and students towards the teaching material: (5) the use of learning media is used to support different learning styles in one scope of learning space, because each individual has a different learning style and absorption, understanding power; (6) with learning media to make the learning and teaching process run optimally, so as to achieve the objectives of the learning process that has been carried out.

This study aims to develop learning media with the theme material "Living In Harmony" for grade III students at the elementary school education level, and previously researchers have made observations and interviews which are then analyzed based on the media that will be used and needed to support learning as well as support students' understanding of the concept of the theme material "Living Together" for grade III students at the elementary school education level which is used as samples for research. Based on the results of observations and interviews conducted at Rejosari State Elementary School, Sidodadi State Elementary School, and Pujorahayu State Elementary School, the difficulties faced by students are seen from the results of tests and interviews conducted on grade III students at the elementary school education level, the results of tests and interviews conducted show the lack of understanding of students to the concept of material on the theme "Living in Harmony" and the lack of innovation in the use of learning media. This development research aims to find out the initial conditions of learning media used as a tool to support the learning and teaching process in grade III at the elementary school education level, know the development of learning media in the form of Scramble game media, know the teacher's response to the development of learning media in the form of scramble game media, know the condition of students before and after the development of learning media in the form of game media scramble, knowing

the influence of learning media development in the form of scramble game media on teaching materials with the theme "Living in Harmony" for grade III students at the elementary school education level. This research in his research uses the Research and Development (R&D) method of the Thiagarajan, Semmel and Semmel models which include Definement, design, development and deployment or based on 4D. Development Research was carried out by taking samples at the Rejosari State Elementary School class and the population class at Sidodadi State Elementary School and Pujorahayu State Elementary School. Data collection techniques were carried out using interviews and observations. The results of media development in the form of scramble game media can be accepted and used in elementary schools as a learning medium to find out about "Living in Harmony".

CONCLUSION

From the results of observations through tests and interviews that have been carried out, the development and use of learning media must have the purpose and benefits of delivering the concept of the material provided to students using learning media. And here researchers will develop learning media that will later support the learning process and support in understanding the concept of students at the grade III elementary school level. So that it can make it easier for teachers and students to carry out the learning process and understand the concept of the theme material "Living in Harmony". The media that will be developed is a fun learning scramble media with the theme "Living in Harmony" for students at the Grade III Elementary School level. In making media, researchers use the Research and Development (R&D) method.

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