

Improving Learning Outcomes Students in Science Learning through Flash Cards Student Class 4 UPT SDN Kutorejo 3

Titis Auliana Dewi¹, Tabitha Sri Hartati Wulandari²

^{1,2} PGRI University of Ronggolawe , Tuban , Indonesia

¹ aulianadewi48@gmail.com ² tabithawulandari7@gmail.com

Abstract

Instructional Media own role important in learning , one of them For interesting attention students . Learning media Still seldom used in the environment school so that student not enough own motivation and interest Study so that impact on the results Study students . Teachers should using innovative learning media so that can increase results Study students . One of the interesting media in learning is a flash card media. Research This aiming For know improvement results Study student in science learning through flash card media. Research This is Classroom Action Research (CAR). Subject in study This is student class IV UPT SDN Kutorejo 3 consisting of 30 students . Data collection techniques in the study This is analysis descriptive quantitative with count results test evaluation participant educate on every its cycle , and not forget documentation during the activity process in progress as evidence ... The research results obtained is results Study students who were originally 43% in pre- cycle , increase became (63%) in cycle I and in cycle III became (83%). With Thus , the increase results Study student via flash card media increase results Study students in science learning at UPT SDN Kutorejo 3 Tuban

Keywords : Flash Card Media, Learning Outcomes , Science Learning

1. INTRODUCTION

Education is very important for nation and state, especially in this modern era . Education is expected can increase thinking , behaving and socializing with wise (Insyirah Shafa, 2022). According to (Nurul Farhin, 2023) Educational process clear No walk in accordance hope . Many obstacles and challenges important faced , including lack of desire student For follow activity classroom learning , participating in discussion and questions active , and understanding material in a way deep .

Subjects Natural and Social Sciences include gathering eye lessons learned all aspect environment around . This includes natural place residence and social , both of which related close with socialization or adaptation in society place stay . With understand elements this , it is expected student can help overcome problems , especially those related with environment place stay them and the way finish it (Budi Febriyanto, 2019). Science lessons, especially in schools basic , must teach various skills For help peerta educate understand the environment (Aslam, 2022). Study action class (PTK) is study reflective work done with the system cycle (cycling) by the teacher or upun prospective teachers in class . PTK begins with stages planning , handling , observation , and evaluation . The purpose of PTK is For finish problem and try method new use increase learning (Herawati Susilo, Husnul Chotimah , 2011). Learning outcomes is results between activity teaching and results learning . For teachers, evaluation results Study is end from the learning process , and for students , results Study is point peak from the learning process and is proof from all efforts that have been made done . Learning outcomes interpreted as level success student in understand material in class . Success rate This shown with the value given For work on the eyes lesson certain , especially IPAS(Purwaningsih, 2022)

Instructional Media is tools used in activity Study teach For increase understanding material (Airlanda, 2021). Instructional Media can defined as a tool that represents material lessons and can used For convey teacher's message to student or on the contrary , with objective increase thoughts , feelings , interests and concerns students . Based on the explanation above , can understood that learning media is tools that can used For convey

material lesson to students and interesting attention they For follow lesson (Zukira)(nd). "The image is mainly used For interesting attention , clarify an idea, illustrate or decorate facts , and is type of visual media in which the message is conveyed poured out in symbols visual communication " (S.Sadiman, 2009).

Instructional Media card illustrated , also known as as flash card , is tools used For help student Study with images , text , or symbol . According to (Eka Fitriyani, 2017) Flashcards is a flexible and practical learning medium that allows Work equal balance between teachers and students as well as healthy and one - way communication . Flashcards utilise visual and verbal collaboration for support activity fun learning . Students can more easy remember and understand material lesson with card this . According to (Arsyad, 2002) Picture cards , which can customized with need class , usually measuring 8 x 12 cm and aims For increase interaction between teachers and students as well as increase response student to material lesson .

Types of visual media such as card picture is very suitable For increase skills write students in grade III of Elementary School, especially in learning write beginning . Advantages use card illustrated in the learning process is they easy brought and can used anywhere , both outside room both inside and outside class . Besides , it is very practical. Because No need using expensive materials and tools used can found with easy . Picture cards is effective tool For help student Study difficult vocabulary . They can understand difficult vocabulary with see card illustrated . Learning process student can influenced by very interesting media . This is because interesting media will increase motivation students and help they understand difficult vocabulary . In addition , because the teacher during This only depends on the media from school , which makes student saturated and bored , card media illustrated Still seldom used at school . Thinking operational concrete covers operations , so the media must There is as tool Supporter in learning .

As results from interview with the class teacher four , researchers find that use flash cards in Science learning at UPT SDN Kutorejo 3 class 4 improves results Study students . Research show that use *flash cards* proven effective in increase understanding students . Students in class This more Like learning kinesthetic , which is more Like activity physical . Flash card help student understand material through images that associate information visually , such as change social , ecosystem , and characteristics objects . This makes material more interested and interesting for students , and make remember and understand concepts taught more easy . In addition , the teacher sees improvement participation students ; students more often ask and interact with material . However , there is a number of problem moment use flash cards . Limited time For create and use flash cards , as well as amount source power required For make or buy card quality high , can become problem . In addition , flash *cards* No suitable For complex material or abstract , and students who use approach Study cognitive or auditive Possible No interested . In addition , the use of flash cards that continue continuously can makes you bored . Lastly , usage flash cards No may bother class , especially in class with Lots students . Teachers must consider various style Study students and organize use flash cards with wise .

Based on problems faced by the students above , researchers find solution For using interesting learning media , *flash cards* , as tool help students in learn . This solution specifically applicable For science learning at SDN Kutorejo 3 .

2. METHOD

According to The Suharsimi Arikunto , the term PTK in Language English known as Classroom Action Research (CAR), namely research conducted in class . The purpose of research conducted this time is For overcome problem in the learning process , namely results Study low students (Suharsimi Arikunto, 2015). Study action class consists of from four step in every cycle in a way repetitive . Existing steps in every cycle among them planning , implementation , observation and reflection .

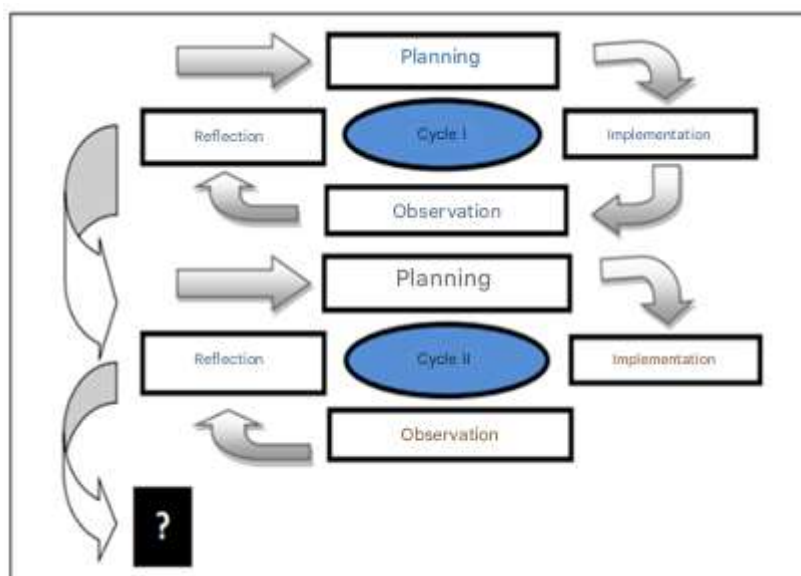


Figure 1. Cycle Flow Adaptation Classroom Action Research (CAR)(Suharsimi Arikunto, 2015)

3. RESULT

At school , success activity learning only measured from results report card participant educate ; however , in cognitive , results Study still become guidelines main For measure level ability participant learn . Learning outcomes is a achievement academic achievement student through assignments and tests , activeness , and enthusiasm they in activity Study .(Dakhi, 2020)

Table 1 Improvement Presentation of Learning Outcomes Learners

No	Cycle	Class Average	Presentation	Completeness	
			Completeness	Completed	Not Completed
1.	Pre-Cycle	62	43%	13	17
2.	Cycle 1	69.7	63%	19	11
3.	Cycle 2	82	83%	25	5

Table 1 shows presentation completion of pre cycle 43%, with an average class of 62 and only 13 participants education stated complete and 17 others Not yet completed . Table 2 shows presentation completion in cycle 1 63%, with a class average of 69.7, with 19 participants education stated complete and 11 others Not yet complete .

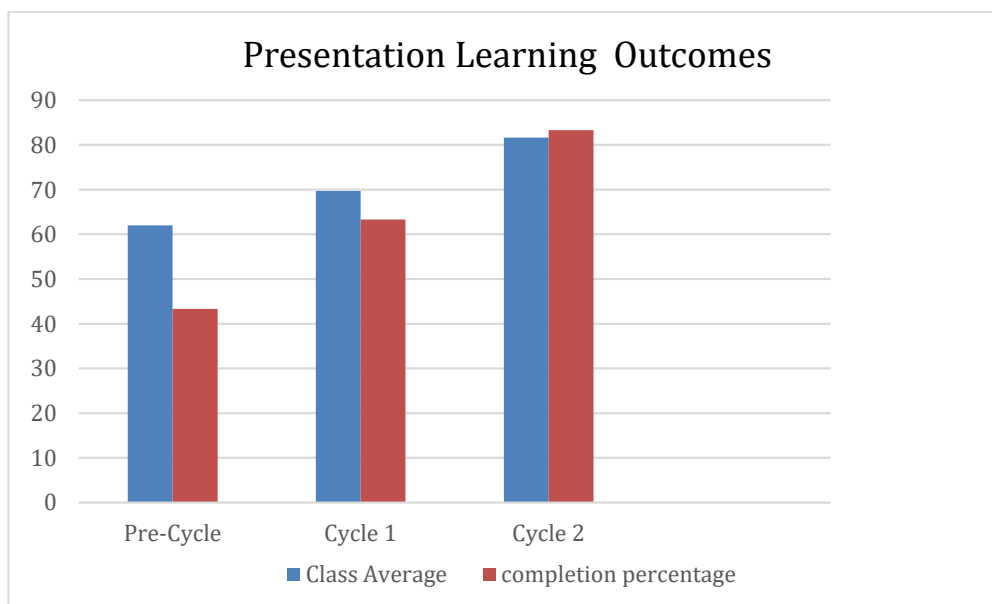


Figure 2 Percentage Results Diagram Study student

4. DISCUSSION

Results Study participant educate before cycle No satisfactory . There are 30 students in class 4 of UPT SDN Kutorejo 3 Tuban who have mark highest of 90 and the value lowest as many as 20 with an average score of 62. They No reach KKM value of 7 and percentage graduation by 43% or 13 out of 30 students who completed it , and the percentage completeness by 83%.

This study done in grade 4. Although results from cycle First study Still not enough satisfying , cycle second has produce quite a change significant . In the cycle First , the average value of 69.7 and the percentage completeness by 63%, where out of a total of 30 students , 19 have completed and 11 still Not yet completed . During activity this , students Keep going answer without understand questions and no choose the right answer . This is caused by incompetence they For understand given problem (Hidayati, 2022). At the stage First cycle , focus activity learning still with the teacher, so student tend passive and have ability think low critical . Therefore that , researcher try increase results Study student class IV with use flash cards .

Learning outcomes in the cycle second increase in a way significant after repair problems that occur in the cycle first . Highest value is 90 and the value lowest is 80, with an average value of 82; the average result of the value has achieve KKM with completeness as much as 83%, or 25 out of 30 students , have completed . Learning outcomes in the cycle both also reached hope , so that study considered finished .

One of the aims of this research is to find out the students' learning outcomes , namely the ability possessed student as results from process learning teaching in class which includes skills affective , psychomotor , and cognitive (Hutapea , 2019). After various giving materials and activities study in class , results Study will obtained . In this process , the author try For increase results Study eye lesson ipas with using Flash Card media at UPT SDN Kutorejo 3 Tuban , based on the data above

5. CONCLUSION

Based on results learning that has been done author, and based on all over discussion as well as analysis that has been done can concluded as following :

Learning use flash cards give impact positive in increase results Study student Class IV UPT SDN Kutorejo 3, which is visible from improvement significant on the results Study students in every cycle that is implemented . In the pre-cycle , the results Study student Still not enough satisfying , with mark highest 90, value lowest 20, and the average value is 62, which is not yet reach Criteria Minimum Completion Criteria (KKM) is 70. Percentage graduation in pre-cycle was 43%, with 13 of the 30 participants educate completed . However , in cycle 1, there was quite a change significant , with average value of 69.7 and percentage completion rate of 63%, where 19 out of 30 students reach completion , while 11 others Not yet completed . In cycle II, after done repair to problems that emerged in cycle 1, results Study experience significant improvement , with mark highest 90, value lowest 80, and average value 82. Average value the Already meet the KKM, with percentage completeness reached 83%.

Learning that uses flash cards provides influence positive to improvement results Study student class IV at UPT SDN Kutorejo 3. This is show that method flash cards effective in help student understand material and in gradually increase performance Study them. With Thus , the use of flash cards can be an effective strategy For increase understanding and results Study students in class .

The results of this study are expected to motivate improvements in each learning cycle by utilizing flash card media . With the use of this media, students become more involved and active, and make it easier for teachers to deliver materials, so that students can better understand the lessons and improve their learning outcomes. In addition, similar research in the future can be conducted with the same theme, but applied to different subjects.

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