


# Amin Basri

## LEARNING MEDIA INNOVATION THROUGH INDONESIAN SUBJECTS IN GRADE II ELEMENTARY SCHOOL

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## LEARNING MEDIA INNOVATION THROUGH INDONESIAN SUBJECTS IN GRADE II ELEMENTARY SCHOOL

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### Abstract

The phenomenon in school shows that in Indonesian Language learning there is still a tendency for teachers to be using learning media or teaching aids. Teachers use makeshift or very simple media or props, which are far from attractive to attract student's attention because they don't pay attention to color composition, the size is not proportional, and they are not acquire Indonesia language concepts. There for, innovation is needed in learning Indonesian. The aim of this research is to find out what learning media innovations are used at SD Medan and to find out the influence of these learning media in learning Indonesian. This research is was conducted using qualitative methods. This research was carried out at SD Medan, the subjects of this research were teachers at SD Medan, and while the object was learning media innovation in Indonesian language subjects at SD Medan. The data collection techniques used were interviews and literature. The research results obtained are learning media innovations in Indonesian subjects at SD Medan includes using picture media, puzzle media, videos and teachinga aids. Based on the results of interviews, the use of this media is very effective in learning Indonesian, student don't feel bored while learning takes place.

**Keywords:** Innovation, Learning Media, Indonesians Subject

### INTRODUCTION

Education is one of the pillars that has an important role in creating quality humans (Fitri, 2023). In RI Law no. 20 of 2003 concerning the National Education System, explains that "Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have spiritual, religious strength, self-control, personality, intelligence, noble morals, and skills needed by himself, society, nation and state".

Learning Indonesian is one of the mandatory subjects in elementary school. Indonesian is a lesson that can be learned and understood directly through everyday life, however, there are still many students who think that learning Indonesian is a difficult lesson. Many students are less capable in this

Indonesian language subject. One of the reasons is because the Indonesian language material tends to contain a lot of writing. The difficulty resulting in students being less enthusiastic about learning Indonesian. Therefore, teachers are expected to be able to provide an interesting and enjoyable learning atmosphere that overcomes their students' learning difficulties (Dan et al., 2021).

In the learning process, students' abilities to absorb material also differ depending on various factors that support intellectual development. Intellectual development. Usually called cognitive development. Cognitive development is a picture that uses symbols to see patterns of change in the psychological processes involved in acquiring, compiling and using knowledge and mental activities such as thinking, considering, observing, remembering, analyzing, synthesizing,

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evaluating and solving ongoing problems. through interaction with the environment (Fauziah & Tulungagung, 2021).

The use of learning media must be adjusted to the characteristics of elementary school students (Hamdiyah & Puspitasari, 2023). Learning media is one part of the learning system that is used as a means of conveying educational information messages between students and educators, so as to create an effective and efficient learning atmosphere (Wahyuliani et al., 2020). The correct placement of media will determine the teacher's perspective in using media when implementing learning for students, both as a strategy and when delivering learning material (Budiyono, 2020).

Wina Sanjaya revealed that innovation is an idea, ideas implemented in curriculum and learning that are considered new to solve educational problems. Teaching is not only about delivering learning material but also providing assistance to students in the form of using learning media (Budiyono, 2020).

According to Luecke, innovation is a process of realizing, combining or finalizing knowledge or ideas, which are then adapted to obtain new value from a product, process or service. Learning media innovation is the development of appropriate learning media, which is new or has novelty, and is able to solve learning problems to improve the quality of student learning outcomes. Indonesian language learning media has a very big role for teachers, namely to convey basic Indonesian concepts and for students to receive the knowledge conveyed by the teacher (Fitri, 2023).

Media that has been innovated is new media. Therefore, skills in mastering

the use of media is one way to improve the quality of education. The teaching and learning process is the core of delivering learning material in schools. In this case, teachers have a big role in the teaching and learning process, one of which is as a guide and director for students in realizing or creating a society that has extensive knowledge, both religious knowledge, intelligence, life skills, skills, noble character, and has a good personality. Good. One of the efforts that teachers can make to improve the quality of education is by using learning media that suits the characteristics of their students so that the material presented is easier to understand. A teacher is required to be able to realize student learning outcomes that are in accordance with the maximum regulatory criteria effectively and efficiently.

Teachers must also prepare models, methods, media, learning resources that suit the characteristics of students and the material to be presented so that they can attract interest in participating in the learning process. From the problems in schools, it shows that in Indonesian language learning there is still a tendency for teachers to rarely use learning media or teaching aids, teachers use simple learning media or what is called very simple learning media, which is far from interesting. This is because teachers do not pay attention to the color composition of the media they make, the size of the media is not proportional, and the media is not packaged well. Conditions like this make learning Indonesian uninteresting, unpleasant and therefore unable to help students to acquire Indonesian language concepts. The problem that occurs in elementary schools is the weakness of the Indonesian language learning process.



Therefore, students are less active in learning activities in class. Teachers prepare or create learning media that is less interesting so that students feel very bored which results in the atmosphere in the learning process becoming increasingly saturated. To overcome some of the difficulties experienced by students in learning Indonesian is to use interesting learning media and varied learning media. Through this interesting and varied learning media, it is hoped that students can understand the material more easily and can make students more active in class. Therefore, researchers conducted research regarding Learning Media Innovation in Class II Indonesian Language Subjects at SD Medan. This research aims to determine the innovation of learning media used at SD Medan and to determine the influence of this learning media in learning Indonesian.

## RESEARCH METHODS

This research uses qualitative research methods. Qualitative research is research that aims to gain an understanding of reality through an inductive thinking process. In this research, the researcher is involved in the situation and setting of the phenomenon being studied. Researchers are expected to always focus on reality or events in the context being studied (Adlini et al., 2022). This research was conducted at SD Medan on January 29 2024. Data collection techniques used interviews and documentation. Research instruments are tools used to test variables or respondents. The instrument used was an interview guide.

The method used in this research is descriptive qualitative which is an analysis that aims to describe and provide

an overview of an existing problem, the main components of which are based on a collection of information obtained from various sources such as the results of interviews, journals and related scientific articles. In qualitative research, analytical techniques are carried out simultaneously with collecting data obtained directly from the field.

This research was conducted at SD Medan. The subjects of this research were teachers at SD Medan. Meanwhile, the object of this research is Learning Media Innovation in Indonesian Language Subjects at SD Medan. The data collection techniques used were interviews and literature which was carried out by reviewing and reading sources to obtain the necessary data. An interview is a meeting of two people to exchange information and ideas through questions and answers so that the meaning of a particular topic can be constructed (Sitti Nuralan, 2022). One of the data collection techniques in this research is an interview by asking several statements with the respondent then recording the answers from the respondent to be used as research material and literature is a reference used to make scientific work or written work used as a reference or content for research discussion.

## RESULTS AND DISCUSSION

Students' readiness to understand and easily absorb ideas and information stimulated by the media's function as a mediator in conveying messages to them that have an impact on behavior, knowledge and education. Effective and efficient learning is an effort made by teachers to carry out the teaching and learning process by involving students in active interaction and utilizing existing



learning resources in an environment so that the process of transferring knowledge can take place well. According to Arsyad, learning media is a tool that contains messages or information aimed at instructional purposes (Rispa Purba, 2022).

In learning Indonesian, most students do not like learning Indonesian. Several reasons why students don't like lessons Indonesian is because Indonesian language lessons are considered difficult and boring. Therefore, learning Indonesian must of course have a variety of learning media so that students do not feel bored during the learning process. Learning media innovation refers to the creation of new and effective learning media and aims to overcome problems in the learning process. Learning to improve the quality of student learning outcomes, based on the results of interviews with grade 2 teachers at SD Medan on January 29 2024, teachers at SD Medan have innovated learning media, including:

a) Picture Media

Image media is media that combines facts and ideas clearly and powerfully through a combination of expressing words with images (Suparman et al., 2020). Image media includes visual forms in the form of representational images such as drawings, paintings or photos that show how an object looks (Sipahutar et al., 2023).

At SD Medan, teachers often use picture media for learning Indonesian, such as material for matching pictures with writing words. By using this image media, students are more active in participating in learning and it is easier for students to understand the material delivered by the teacher.

b) Puzzle Media

Puzzles are educational game tools that can stimulate children's abilities, played by disassembling pairs of puzzle pieces. Puzzle media is a game media that consists of pieces of images, boxes, letters and numbers that form certain patterns so that students want to complete the game quickly and accurately. Playing puzzles is a very interesting thing that requires patience in stimulating children to think and imagine to arrange the puzzle pieces so that they become a complete shape In compiling a puzzle, students must understand the material that has been given so they can answer the questions and concentrate on following the game (Angioni et al., 2021).

c) Games

Educational game media can be understood as a learning method that uses games with the aim of facilitating the learning process, making learning fun and even increasing effective learning. The forms of learning using game media that are usually used in teaching and learning activities are very diverse, ranging from offline (without using learning devices) to online (in the form of video games) using either desktop or Android. Educational games can also be used as a means to attract the attention of someone who wants to learn something in a way that is not boring or learn in a fun way (Alba et al., 2023).

Based on the interview results, a teacher must master many games so that students do not get bored in learning and this media helps increase active participation and attract students' interest in learning.



#### d) Video

Video is a show that contains a combination of moving images and sound. Videos can be used in the learning process to attract students' attention. Video is anything that allows audio signals to be combined with moving images sequentially. Videos can be used in learning programs, because they can provide students with unexpected experiences. Additionally, video can be combined with animation and pacing to demonstrate changes over time. Based on the results of interviews, learning using videos is also very effective. Students are very happy when watching video lessons because according to the students the lessons are not boring and are equipped with interesting pictures.

#### e) Visual Aids

Teaching aids are media that can be used to confirm students' understanding which is still abstract. The use of teaching aids aims to make learning active and creative and help students understand the material (Sidiq & Rif, 2022). According to the class 2 teacher at SD Medan, teaching aids really help the learning process. With the help of visual aids, students are more active when studying in class and visual aids can attract students' attention during Indonesian language learning. Hence, tools Visual aids have the advantage that using visual aids can foster students' interest in learning because learning becomes interesting. Then clarify the meaning of the lesson material so that students understand it more easily. And teaching methods will be more varied so that students will not get bored easily.

By using learning media in Indonesian language subjects at SD Medan, students do not feel bored during learning because based on the results of interviews, varied learning media can prevent students from getting bored while learning. By mastering various learning media, teachers can foster students' enthusiasm for learning Indonesian in the classroom. The use of learning media can foster students' interest in learning new things in the learning material presented by the teacher so that they can be easily understood. Learning media that is attractive to students can be a stimulus for students in the learning process.

## CONCLUSION

Learning media are tools that help the teaching and learning process and function to clarify the meaning of the message or information conveyed. This allows the planned learning objectives to be achieved. Innovation in learning media that is appropriate, new, and able to solve problems to improve the quality of student learning outcomes. Based on the results of interviews with class 2 teachers at SD Medan, in learning Indonesian, they have implemented various learning media innovations so that students do not feel bored in learning Indonesian, including picture media, puzzle media, games, videos and teaching aids.

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