RITATOON MEDIA DEVELOPMENT USING THE POE MODEL TO UNDERSTAND ADVICE SENTENCES

Maftuhah, Nugraheti Sismulyasih SB

Department of Primary School Teacher Education, Faculty of Education, Semarang State University

Corresponding e-mail:maeftuchah@gmail.com

Abstract

Based on pre-research in class III SDN Cangkiran 01 it was found that there were no suitable learning media and learning models. So it was been an impact on the low learning outcomes to understand the suggestion sentence. This study aims to develop learning media, assess the feasibility and effectiveness of ritatoon media using POE model class III SDN Cangkiran 01. The method which had been used in this research was Sugiyono Research and Development (R&D) which consists of potential and problem stages, data collection, product design, design validation, design revisions, product trials, product revisions, and usage trials. The subjects of this study were grade III students at SDN Cangkiran 01. Data collection techniques used observation, interviews, documentation, questionnaires, and tests. Data analysis techniques were using product feasibility, initial and final data analysis (t-test and N-gain test). The results of the ritatoon media feasibility test that is from media experts get a percentage of 93% and the assessment of material experts get a percentage of 93%. Ritatoon media effectively used in accordance with the results of the t-test showed t arithmetic> t table (12,741> 2,021), then Ho was rejected and the pretest and posttest gain the result which was 0.62 with criteria that support the effectiveness of instructional media . The results of the questionnaire responses of teachers and students showed a very positive answer that makes learning media was more effective in its users.

Keywords: media ritatoon; POE models; understand sentence advice

1. INTRODUCTION

Regulation of the Minister of Education and Culture Number 22 of 2016 concerning Basic and Secondary Education Process Standards, states that learning planning includes the preparation of learning implementation plans and preparation of learning media and resources, learning assessment tools, and learning scenarios. In line with the Regulation of the Minister of Education and Culture Number 22 of 2016 that one of the learning plans is the existence of learning media.

Kustandi & Sutjipto (2013: 8-9) concluded that learning media are tools that can help the teaching and learning process. The media used in this research is ritatoon. Ritatoon is a series of pictures framed in such a way that the stages shown in the pictures can be presented as an event process. Thus, in reality learning messages are packaged in two-dimensional media supported by three-dimensional tools. The place for the series of pictures is a board with rails to place framed pictures (Depdiknas, 2008: 9).

In addition to the ritatoon media, students also need a learning model that is suitable for learning so that the material is conveyed to students well. Soekamto (in Shoimin, 2014: 23) suggests that the learning model is a conceptual framework that describes a systematic procedure for organizing learning experiences to achieve specific learning goals, and serves as a guide for instructional designers and teachers in planning teaching and learning activities, especially learning Indonesian.

Learning Indonesian, especially in elementary schools, cannot be separated from four language skills, namely listening, speaking, reading, and writing (Susanto, 2013: 242). Tarigan (2008: 31) suggests that listening is a process of listening to oral symbols with full attention, understanding, appreciation, and interpretation to obtain information, capture content or messages, and understand the meaning of communication that has been conveyed by the speaker through speech or spoken language. .

Based on the results of interviews with class III teachers of SDN Cangkiran 01, researchers found several problems related to the Indonesian language learning process. One of the problems is because there is no supporting concrete media. So that only by presenting stories. The learning model used by the teacher is also not suitable and structured, so that it makes students less focused in learning and less interested in learning.

Based on preliminary data in the form of learning outcomes grade III SDN Cangkiran 01, the researcher also found that students' skills in understanding suggestion sentences were still low. Evidenced by the average daily test scores of Indonesian students on the basic competence of observing phrases or suggestion sentences in the text, as many as 40 students, there were 19

students who achieved the minimum completeness criteria. And the remaining 21 students have not reached the minimum completeness criteria.

Research that supports this problem is research conducted by research conducted by She Fira Azka Arifin and Wahyu Sukartiningsih (2019) with the title "Development of Water Cycle Ritatoon Media to Improve the Speaking Skills of Class V Elementary School Students". The results of the field tests showed that the water cycle drawer ritatoon media was very practical and had effectiveness as indicated by the achievement of the objectives based on the test results. Research conducted by Sumitra Nuanmeesri and Saran Jamornmongkolpilai (2018) entitled "The Development of the Virtual Learning Media of the Sacred Object Artwork". The results showed that there was a statistically significant difference at level 0, 05 and efficiency evaluation is measured by the sample group's satisfaction with the virtual learning media of sacred object artworks. The mean value was 4.81, and the standard deviation value was 0.39.

Another supporting research is research conducted by Fauziah Shafariani Fathonah (2016) entitled "Application of the POE (Predict Observe Explain) Model to Improve Reading Comprehension Skills for Class IV Elementary School Students". The results showed an increase in reading comprehension skills in Indonesian language learning from cycle I to cycle II. The research conducted by Chong Wah Liew and David F Treagust (1998) entitled "The Effectiveness of Predict-Observe-Explain Tasks in Diagnosing Students Understanding of Science and in Identifying their levels of Achievement". The results showed that POE (Predict Observe Explain) was associated with water expansion, salt solubility, and spherical strength and resistance. The data show that students' initial knowledge can be influenced by predictions, observations, and interpretation of phenomena. So a POE (Predict Observe Explain) which is well designed is intended to provide clear observations.

Apart from these two studies, other supporting research is the research conducted by Linda Aruan, et al. (2020) with the title "Using Prezi Online Software to Improve Teaching Listening Skill". The results of using this media can be seen from the listening score. Before using this medium, the average score was around 6.8. After applying this medium, the average score then became 7.5. Research conducted by Tio Gusti Satria (2017) entitled "Improving Listening Skills through a Scientific Approach in Class IV West Jakarta Children". The results showed an increase in listening ability, as evidenced by the average percentage of students in the action cycle

I to cycle II. And also research conducted by Carolina Fransiska (2013) with the title "Improving the Ability to Listen to Story Content Using Audio Storytelling Media Recorded in Class V SDN 3 Panarung Palangka Raya". The results showed that recorded audio storytelling media, student learning processes or activities were increasing, as evidenced by the increase in cycle I to cycle II.

Based on this description, the problem can be solved by using ritatoon media. The formulation of the problem in this study is how the feasibility and effectiveness of the ritatoon media using the POE (Predict, Observe, Explain) model to understand the suggestions of third grade students at SDN Cangkiran 01. While the purpose of this study was to determine the feasibility and effectiveness of the ritatoon media using the POE (Predict) model. , Observe, Explain) to understand the sentence suggested by the third grade students of SDN Cangkiran 01.

2. METHOD OF INVESTIGATION

This research uses a research and development (R&D) approach. Sugiyono (2016: 407) explains that research and development methods are research methods used to produce certain products that are needs analysis and to test the effectiveness of these products so that they can function in wide community. This study uses a development model that refers to the opinion of Sugiyono (2016: 408) which has ten stages of implementation. However, researchers only used eight stages because they were tailored to the needs of the study. These stages are: 1) data collection, 3) product design, 4) design validation, 5) design revision, 6) product testing, 7) usage testing, and 8) final product.

The subjects of this study were teachers and grade III students of SDN Cangkiran 01 for the 2019/2020 academic year, totaling 40 students. Sources of data were also obtained from teachers and third grade students of SDN Cangkiran 01 as well as lecturers of material experts and media experts. This research was conducted in February-March. Based on the research title "Ritatoon Media Development Using POE (Predict, Observe, Explain) Model to Understand Class III Student's Suggestion Sentences Class III SDN Cangkiran 01" the researcher applied research variables in the form of independent variables and dependent variables. The independent variables in this study were the ritatoon media and the POE (Predict) model. , Observe, Explain). While the dependent variable in this study is understanding the suggestion sentence.

Data collection techniques used by researchers are test techniques and non-test

techniques. The test techniques used were pretest and posttest. The pretest is used to determine the learning outcomes of understanding the student's suggested sentences before using the ritatoon media, while the posttest is used to determine the learning outcomes of understanding the students' suggestions after using the ritatoon media. Meanwhile, non-test techniques used questionnaires, interviews, and documentation.

Data analysis techniques are divided into three, namely preliminary data analysis, product data analysis, and final data analysis. Initial data analysis was carried out descriptively regarding the level of student and teacher needs for ritatoon media. The product data analysis was obtained from the results of expert testing of the ritatoon media design based on expert validation criteria and teacher and student responses. The final data analysis was obtained from the score of student learning outcomes during the pretest and posttest. The data will be analyzed using pairedt-test and N-gain test.

3. FINDINGS AND DISCUSSION

The results of research and development of ritatoon media using the POE model include: 1) product development; 2) product validation by experts; 3) student and teacher responses; and 4) product effectiveness test.

Product Development
This study produced a product in the form of a ritatoon media using the POE model to understand the suggestions of third grade elementary school students. Lestari and Sismulyasih (2018: 76) stated that "The students need a teaching tool which can stimulate their interest in reading and studying the lessons in Indonesian language class. Whereas, the learning process can be enjoyable if the students can interact with one another. The teacher can use a variety of teaching tools as one method to create fun learning. With the tools, the students can be encouraged to learn by playing ". This means that students need teaching tools which can stimulate their interest in reading and learning lessons in Indonesian class. In fact, the learning process can be fun if students can interact with one another. Teachers can use various teaching tools as a method to create learning pleasure. So that the development of this learning media is needed.

The ritatoon media developed was based on a needs questionnaire that had been distributed to teachers and grade III students. Ritatoon media is a simple media with serial boards framed in such a way and uses pictures or photos that can display images in the form of a sequence or series (Denty Yanuarini & Pramono, 2016: 29-30). Meanwhile, according to Sihkabuden (in Syafiatul

Munazzilah & Ulhaq Zuhdi, 2018: 600) explains that the rhythmic images are arranged lined up and vertically and consist of 5 or more images, each of which has a relationship with another image. For a set of series pictures prepared are a series of pictures that can support the intended learning objectives to be achieved. In the ritatoon media there are not only pictures,

Ritatoon media design was developed in accordance with the results of a questionnaire on the needs of students and teachers. The initial design of the ritatoon media consists of the initial design of the ritatoon media device and the initial design of the ritatoon media images. The ritatoon media device uses wood with a size of 40 cm x 50 cm x 10 cm, in which the tool is given nine striped holes 30 cm long and 1 cm wide as a frame for the picture and each hole is spaced 5 cm apart. Meanwhile, the framed image of ritatoon media uses plywood with a size of 30 cm x 30 cm with an additional length of 10 cm as a standard so that the framed image can stand upright. The framed picture of ritatoon media consists of two views, namely 1) cover and 2) content or story in the form of narrative text which is designed into eight framed pictures with one continuous story and there is a story text behind it. The cover illustration image and the Ritatoon media story were designed using the Adobe Illustrator application, while the Ritatoon media story text used the 2016 version of the Microsoft Office Word application. The following are the results of the product being developed.

Figure 1 Ritatoon media

Product Validation by Experts
Ritatoon media validation was carried out by media experts and material experts. Validation by media experts was carried out to determine the feasibility of the ritatoon media seen from the aspect of media appearance and presentation. Meanwhile, the material validation is based on the aspects of content feasibility, content presentation or material, and language.

After conducting media tests on media experts and material experts, the value obtained. The value obtained is then converted into the

assessment criteria. The results obtained are as follows.

Table 1 Recapitulation of Media Test Results

Eligibility Aspects	Total score	Percentage	Criteria
Media Display	25	89%	Very Worth it
Presentation of Media	16	100%	Very Worth it
Overall Percentage	41	93%	Very Worth it

Table 2 Recapitulation of Material Test Results

Eligibility Aspects	Total score	Percentage	Criteria
Content / Material	11	92%	Very Worth it
Presentation	15	94%	Very Worth it
Language	11	92%	Very Worth it
Overall Percentage	37	93%	Very Worth it

Based on the assessment by media experts, the ritatoon media met the very feasible criteria with a percentage of 93%. Assessment by material experts, the ritatoon media met the very feasible criteria with a percentage of 93% so that the ritatoon media was feasible to be tested in learning to understand the suggestions of third grade students of SDN Cangkiran 01.

Student and Teacher Responses
According to media experts and material experts, the ritatoon media that were already tested were tested in small groups. In this trial, 6 students and the class teacher filled out a questionnaire for responses to the ritatoon. Students and teachers provide an assessment by filling out the Rhatoon media assessment sheet format. The assessment carried out by students and teachers will produce a percentage score of eligibility. The results obtained are as follows.

Response	Total score	Percentage	Criteria
Students	274	97.39%	Very good
Teacher	47	95%	Very good

Table 3 Recapitulation of Student and Teacher Response Results

Based on these data, the percentage results obtained are included in the percentage of 81% -100%, so it is included in the criteria with very good responses.

Product Effectiveness Test
The effectiveness of the ritatoon media using the POE model is obtained through learning outcomes through pretest and posttest tests. Researchers conducted a paired t-test to determine the average difference in learning outcomes before and after using the rhythm using the POE model. The following is a table of the results of the calculation of the paired t-test which was carried out using the SPSS 20 application.

Table 4 Paired Sample T-test Results

	Paired Differences							
							95% Confidence Interval of the Difference	
	Mean	t	df	Sig. (2-tailed)	Std. Deviation	Std. Mean Error	Lower	Upper
Pretest-Posttest	-32,00000	-12,741	39	,000	-32,00000	2,51151	-37.08001	-26,91999

Based on table 4, the results of the pretest and posttest mean difference test assisted by the SPSS version 20 application, the test criteria for paired sample t-test is if t-count <t-table then Ho is accepted and if tcount> ttable then Ho is rejected. The t-test result shows that the t-count is 12.741 and the t-table obtained from the dk calculation is then confirmed in the t-distribution value table, which is 2.021. It is known that tcount> ttable, then Ho is rejected. So it can be concluded that the ritatoon media uses the POE model to understand the sentence suggestions effectively used because there are differences in the average pretest and posttest scores.

While the n-gain test was carried out in this study to determine the increase in learning outcomes to understand suggestion sentences. The

n-gain calculation is done using the help of Microsoft Excel application. Following are the results of the calculation of n-gain carried out on learning outcomes to understand suggestion sentences.

Table 5 Average Increase Test Results

Category	Score
Pretest Average	48.5
Posttest Average	80.5
Difference in Average	32
N-Gain value	0.62
Criteria	Moderate

Based on table 5, the results of the average increase (N-gain) test show that grade III students of SDN Cangkiran 01 have increased by an average of 0.62 with an average difference of 32 and are included in the moderate criteria. So it can be concluded that the ritatoon media using the POE model has a positive effect on the learning outcomes of grade III students and is effectively used in learning to understand suggestion sentences in Indonesian subjects.

4. CONCLUSION

The conclusion of the research results using the POE model to understand the suggestion sentence is the design of the ritatoon media, the researcher uses eight of the ten stages according to Sugiyono (2016a: 408), namely 1) potential and problems, 2) data collection, 3) product design, 4) design validation, 5) design revision, 6) product testing, 7) product revision, and 8) usage testing. The results of the Ritatoon media design consisted of a device measuring 50 cm x 40 cm x 10 cm made of wood as the basis for nine framed pictures with a size of 30 cm x 30 cm made of plywood. A picture framed by ritatoon media consists of two views, namely the cover image and the content or story, in the form of an image and there is a story text behind it. Ritatoon media development received an assessment by media experts at 93% and by material experts by 93%.

The increase in the average score of students before (pretest) was 48.5 and after receiving treatment (posttest) was 80.5. The percentage of improvement in learning outcomes for suggestion sentences is 65%. Ritatoon media is also effective to be used as a supporting medium for Indonesian language learning with suggestion sentence material, it can be seen from the results of the average difference test with t

count of 12.741 which is greater than t table which is only 2.201. The result of the N-gain calculation is 0.62. This figure shows that the ritatoon media is very effective in learning to understand suggestion sentences.

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