IMPROVING THE QUALITY OF SOCIAL STUDIES LEARNING THROUGH INQUIRY LEARNING MODEL USING ADVENTURE BOARD MEDIA

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Abstract

This study aimed to develop the learning media of tribe-culture comic (kokuya) at fourth grade elementary school students. The subject of this research were the fourth grade students at Petung 2 elementary school, Pakis District, Magelang Regency. The study was research and development (R&D). This research method is to develop and validate products in education and learning. Data collection techniques used were observation, interviews, questionnaires, tests, and documentation. The final data analysis uses t-test and n-gain. The results of the study showed that kokuya learning media can be used in learning based on expert judgment of 75% and media expert at 90.9%, as well as the results of t-test calculations where t count <t-abel is - 11.4388 and n-gain 0.52 included in the medium category. Student learning outcomes increased from pretest by 71.25 increased in posttest by 86.25. It can be concluded that the learning media of tribes and cultural comics (kokuya) is very feasible and effective to be used in improving the learning outcomes of civics learning especially for the material about tribes and cultural in Indonesian.

Keywords: learning outcomes, Kokuya learning media, civics

1. INTRODUCTION

Law number 20 of 2003 Chapter I article 1 paragraph 1 concerning the national education system states that education is a conscious and planned effort to create a learning atmosphere in the learning process so that students can actively develop their potential to have religious spiritual strength, self-control. , personality, intelligence, noble character, and skills needed for himself, society, nation and state. These good attitudes have actually been included in the PPKn learning which is guided by the values in the Pancasila principles.

According to Susanto, Citizenship education is a subject that is used as a vehicle to develop and preserve moral values that are rooted in Indonesian culture. The noble and moral values in question are the behavior of students in daily life. This behavior in everyday life concerns the relationship between citizens and the behavior of defending the state as a provision to become a human being that the nation and state can rely on.

Based on preliminary research, it was found that the use of the Balla model

Ardika / Joyful Learning Journal 8 (1) (2019) varied learning has not been maximally applied and teachers still tend to use conventional methods in every lesson they do. The use of media during PPKn learning usually only uses pictures. This is because the number of media for PPKn subjects is still very limited. The use of learning media is very supportive and even for certain subjects greatly affects learning outcomes, because the use of media allows students to more easily understand the material presented so that they can master the competence as a whole. Learning media will help teachers in delivering material and students will more easily understand the material that has been delivered.

According to the problems encountered by the researcher, the researcher wants to develop kokuya learning media (tribal and cultural comics) for fourth grade students on ethnic and cultural materials at SDN Petung 02, Pakis District, Magelang Regency. Comic media can be used to build interest and positive attitudes in teaching and learning theory, and encourage students to think critically and quickly to learn. Students in education

basic can not concentrate for a long time and easily get bored, therefore teachers must create interesting and fun learning. Comics can present a visualization of material with a more attractive image. According to Daryanto (2010: 127), (1) The presentation of comics contains strong visual and story elements. The visualized expressions keep the reader emotionally involved and make the reader continue reading until the end. (2) There is a tendency for children to prefer comics with cartoon pictures and colorful visualizations, rather than textbooks without interesting pictures and illustrations. Although comics can help in education, teachers have a more important role in the teaching and learning process.

Another supporting research is research conducted by Resa Mardiantanto, et al. in 2018 with the title The Influence of Comic Media on the

Two Stay-Two Stray Learning Model on Social Studies Learning Outcomes. The purpose of this study was to determine the effect of comic media in improving student learning outcomes in the Preparing for Proclaiming Material

Indonesia. The results of this study indicate the influence of comic media on the two stay-two stray model of the preparation for Indonesian independence on social studies learning outcomes at SDN 04 Gabus Pati.

Research conducted by Yunita Sari in 2017 with the title Development of Comic Science Teaching Materials with Cultivating Buddhist Values in Class IV Elementary School Students. This study aims to obtain a description of the characteristics, validity, effectiveness, and practicality of comic teaching materials developed in science learning material parts of plants in grade IV of elementary school. The conclusion of this study is that science comics teaching materials are effectively used in learning.

Based on the background of the problem, the researcher limits the problem to the development of comic media to teach the content of PPKn subjects on the material of ethnic diversity and

culture in Indonesia. So that the purpose of this study is to develop the design and components of learning media, to test the feasibility and effectiveness of the learning media for tribal and cultural comics in the content of ethnic and cultural PPKn in grade IV SDN Petung 02, Pakis District, Magelang Regency.
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2. METHOD OF INVESTIGATION

This type of research is Research and Development (R & D). This research uses a development research model with ten stages of implementation referring to Borg and Gall's theory (Sugiyono, 2015: 35-36) into eight stages of implementation, namely 1) the potential and problem stages; 2) Stages of data collection; 3) The product design development stage; 4) Design validation stage; 5) Stage design revision; 6) Product trial stage; 7) Product revision stage; 8) The testing phase of use. The data sources of this research came from students, teachers and experts. The subjects in this study were students, teachers, material experts and media experts.

The independent variable in this study is the learning media for ethnic and cultural comics (kokuya). The dependent variable in this study is the learning outcomes of the PPKn learning content on ethnic and cultural materials in Indonesia. The test techniques in this study were in the form of a pretest and posttest given to students. The non-test technique consists of observation, interviews,

questionnaires, and documentation. The data analysis technique used is product data analysis, initial data analysis, and final data analysis (t test and gain test).

3. FINDINGS AND DISCUSSION

Potential Analysis and Problems

Researchers conducted pre-research through interviews, observation, and documentation in the form of learning outcomes of fourth grade students at SDN Petung 2, Pakis District, Magelang Regency. One of the identification results obtained during the pre-research is the use of media at the time

PPKn learning is still lacking. The use of media during PPKn learning usually only uses pictures. This is because the number of media for PPKn subjects is still very limited. In the grade 4 PPKn subject, there are a lot of abstract material that is needed by the media to support the learning process so that it can be accepted by students well.

Data collection

Data collection is an analysis of the needs of teachers and students regarding the minimal use of instructional media on the content of PPKn. The results of the analysis of the needs of teachers and students are some of the needs that researchers must meet in developing a medium, namely that it must be attractive, colorful, interactive, and encourage student activity, presenting material in clear letters. In addition, researchers also analyzed KI, KD, PPKn learning material and student learning outcomes. The results of the PPKn learning content showed that the most incomplete students were the material in KD 3.3 concerning economic activities in Indonesia. Based on the results of the analysis,

Product Design

At this stage the researcher makes a media design and design in the form of a prototype. Making this media using CorelDraw X7 software. Learning media products

Expert Validation

At this stage, the researcher validates the feasibility of the kokuya learning media (tribal and cultural comics) for the content of PPKn on ethnic and cultural materials in Indonesia. Validation is carried out by a team of expert validators consisting of material expert validators and media experts. The quality of the material in the developed Kokuya (ethnic and cultural comics) learning media can be identified through testing and validation by material experts. Validation of material experts aims to determine the appropriateness of ethnic and cultural materials in Indonesia according to student needs. Data on material expert assessment of Kokuya

learning media (ethnic and cultural comics are as follows:

Table 1. Material Expert Assessment Data

Aspek Kelayakan	Skor	Kriteria
Isi materi sesuai dengan KI, KD, dan indicator	75%	Layak
Materi yang disampaikan sesuai dengan tujuan pembelajaran	75%	Layak
Bahasa yang digunakan komunikatif dan jelas	75%	Layak
Materi disajikan secara runtut dan sistematis	75%	Layak
Materi disajikan dari konsep yang mudah ke sukar	75%	Layak
Gambar yang digunakan sesuai dengan materi	75%	Layak
Gambar yang digunakan mperjelas materi	75%	Layak

Kokuya (tribal and cultural comics) consists of from

several pages, starting from the cover, the SK and KD pages, the table of contents page, the character introduction page, the comic reading page, the comic story page, the comic material content page and the author bio page. The pages on the comic are made as attractive as possible with bright colors and attractive images so that students' motivation and learning outcomes increase.

The quality of the Kokuya learning media (tribal and cultural comics) developed can be known through testing and validation by media experts. Validation is carried out to determine the feasibility of the media needed for students. Media expert assessment data on Kokuya learning media

(Ethnic and cultural comics) are as follows:

Table 2. Media Expert Assessment Data

Aspek Kelayakan	Skor	Kriteria
Penampilan fisik media menarik perhatian	100%	Sangat Layak
Adanya interaksi media dengan siswa	75%	Layak
Penggunaan bahasa komunikatif dan mudah dimengerti siswa	75%	Layak
Media praktis dapat digunakan kembali, dan tahan lama	75%	Layak
Media mudah digunakan dalam pembelajaran oleh guru dan siswa	75%	Layak
Media sederhana dan mudah dibuat	100%	Sangat Layak
Petunjuk penggunaan ia jelas dan lengkap	100%	Sangat Layak
Pemilihan jenis font tepat sehingga mudah dibaca dengan jelas	100%	Sangat Layak
Penggunaan ukuran *font* tepat sehingga mudah dibaca dengan jelas	100%	Sangat Layak
ampilan gambar jelas dan sesuai dengan materi	100%	Sangat Layak

Small Group Product Trials

The small group product trial stage was carried out by researchers to determine the initial

response and performance of Kokuya learning media (tribal and cultural comics) when used.

in learning. Small group product trials are carried out before the use of large group products. In this study the subjects studied were 5 grade students of SDN Petung 02, totaling 5 students. Based on the results of trials in this small group, it was found that students were easier to understand material about ethnicity and culture than those who only used media in the form of pictures. In addition, students also become more interested and happy to learn.

Large Group Product Usage Test

The trial phase of using large group products is carried out after testing of small group products. The purpose of this stage is to identify the effectiveness of the use of Kokuya (tribal and cultural comics) learning media for fourth grade students of PPKn content on ethnic and cultural materials in Indonesia. Researchers tested the use of large group products in grade IV SDN Petung 2, totaling 28 students. In this study, the intended PPKn learning outcomes are student cognitive learning outcomes. The first step taken was that students were distributed comics one table to get one comic. Then the teacher conducts learning on ethnic and cultural material in Indonesia using the lecture method with student books as a learning resource and kokuya comics as a learning medium. After learning is complete, students work on post test questions.

Test Prerequisite Analysis

Normality testing is done to determine whether a data distribution is normal or not. In this study, the normality test was carried out on two sample groups that had been studied using the Tests of Normality test. This test is performed as a prerequisite for parametric statistical analysis. The result of this normality test is the value of Lo = 0.146482.

The Lo value is then compared with the critical L table with a real level of 0.05 which has an L table value = 0.161. If the value of Lo is compared to L table, then L table> Lo. From this comparison, it can be

It is concluded that the data is normally distributed.

Final Data Analysis

The t-test was used to determine the mean difference between the pretest and posttest on the use of comic learning media. To find out student learning outcomes, it can be tested using one-party test, namely: (1) t count> t table, Ha accepted, (2) t count <t table, then Ho is accepted. From the calculations that have been done in this study, the results of the calculation that the value of t count = -11.4388 and when compared with the value of t table = 2.0518 then t count <t table. The conclusion

from these calculations is that Ha is accepted and in this study it is proven to be able to improve students' cognitive learning outcomes on Tribe and Culture material.

The next analysis is by using the N-gain test. This test is used to test whether there is an increase in the average to find out how effective the Tribal and Cultural Comic media is being developed. From the results of the calculation of the results of the pre-test and post-test learning outcomes, the students get the N-gain score of = 0.52 which after being converted by the N-gain criteria table is in the medium category. From the results of these calculations, it can be ascertained that the media for Ethnic and Cultural Comics that were developed proved to be quite effective in improving the learning outcomes of the fourth grade students of SDN Petung 02 Pakis District. To be clearer, it can be seen in the table of the average increase (N-gain) test and the average increase in the pretest and posttest results.

Table 3. Result of Average Increase Test (N-gain)

Data	atarata	Selisih atarata	N-gain	Kriteria
Pretest	71,25			
Posttest		15	0,52	Sedang
	86,25			

From this table, it can be seen that there is an increase in learning outcomes before and already using Kokuya media (tribal and cultural comics) where learning outcomes are at

pretest obtained an average of 71.25 and increased in the post test to 86.25. From the results of this study, it can be concluded that the use of Kokuya learning media (tribal and cultural comics) is effective in improving the learning outcomes of the fourth grade PPKn on ethnic and cultural materials in Indonesia.

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4. CONCLUSION

Based on development research and discussion on

PPKn learning on ethnic and cultural material in Indonesia for grade IV students

SDN Petung 02, Pakis District, Magelang Regency, it can be concluded that the development of learning media for Kokuya (Ethnic and Cultural Comics) has been carried out by researchers through potential and problem stages, data collection, product design, design validation, design revision, product testing, product revision, and test usage by using

CorelDraw X7 Software . Media is made according to the needs of teachers and students as indicated by the results of the assessment of material experts 75% (eligible criteria) and media experts 90.09% (very feasible criteria. Student learning outcomes at the pretest obtained an average value of 71.25 and the average result) Student learning in the posttest was 86.25. Furthermore, the results of the average difference test between the pretest and posttest scores with the t-test calculation obtained that the t-test value was = -11.4388 which was smaller than the t-table which was 2.0518 and the average increase in learning outcomes was 0.52.Based on the results of the t-test and N-Gain test, it can be concluded that the kokuya learning media (tribal and cultural comics) can improve student learning outcomes and is effectively used in learning the content of PPKn on ethnic and cultural materials in Indonesia.

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