

# Media Card Quartet Dikda Art Dance Based on Outdoor Learning

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## Abstract

In dance education, in the second grade of Bawu 03 elementary school had not used innovative learning media, so that media development was needed in learning. This research aimed to develop, to find out the results of feasibility, and test the effectiveness of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material. The type of this study was Research and Development (R & D) adapted from Sugiyono's theory. The participants of this study were the second grade at Bawu 03 elementary school in the number of 41 students. Data analysis techniques included product data analysis, initial data analysis, and final data analysis in the form of t-test and n-gain test. The results showed that learning media in the media of DIKDA quartet cards on dance education based on outdoor learning was very feasible to use by obtaining a percentage of 96.88% by media experts, 96.88% by material experts and 93.75% by language experts. The results of small scale got a percentage of 100% of students and 92% of teachers and on a large scale get a percentage of 97,9% of students and 100% of teachers. The results of the test large scale got on average obtained results of 0.567 on a small scale and 0.466 on a large scale. The conclusion of this research was the media of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material was feasible and effective in improving students psychomotor learning outcomes in the second grade. 88% by material experts and 93.75% by language experts. The results of small scale got a percentage of 100% of students and 92% of teachers and on a large scale get a percentage of 97,9% of students and 100% of teachers. The results of the test large scale got on average obtained results of 0.567 on a small scale and 0.466 on a large scale. The conclusion of this research was the media of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material was feasible and effective in improving students psychomotor learning outcomes in the second grade. 88% by material experts and 93.75% by language experts. The results of small scale got a percentage of 100% of students and 92% of teachers and on a large scale get a percentage of 97,9% of students and 100% of teachers. The results of the test large scale got on average obtained results of 0.567 on a small scale and 0.466 on a large scale. The conclusion of this research was the media of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material was feasible and effective in improving students psychomotor learning outcomes in the second grade. The results of the test large scale got on average obtained results of 0.567 on a small scale and 0.466 on a large scale. The conclusion of this research was the media of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material was feasible and effective in improving students psychomotor learning outcomes in the second grade. The results of the test large scale got on average obtained results of 0.567 on a small scale and 0.466 on a large scale. The conclusion of this research was the media of DIKDA quartet cards on dance education based on outdoor learning on daily and natural motion material was feasible and effective in improving students psychomotor learning outcomes in the second grade.

**Keywords:** learning media; DIKDA quartet card; outdoor learning; dance education

## 1. INTRODUCTION

Education is a cultural pillar and the main foundation for building national civilization. Awareness of the importance of education will determine the quality of the welfare of the country and the future of its citizens. Therefore, education in Indonesia adheres to one of the goals of the Indonesian nation as stated in the preamble to the fourth paragraph of the 1945 Constitution, namely to educate the nation's life. However, the reality on the ground is not what was expected. The quality of education in Indonesia is still far from good. Teachers are obliged to realize effective learning in order to achieve the goals of national education (RI Law Number 14 of 2005 on Teachers and Lecturers Chapter 1 Article 1 paragraph 1). Slameto explained that one of the requirements for effective learning is that the teacher must have variations in

teaching,

The use of learning media has many benefits in the learning process. However, the facts in the field that were found based on pre-research at SD Negeri 03 Bawu Jepara in grade II showed that no media other than teacher books and student books were used in SBdP learning. In Permendikbud No. 21 of 2016 SBdP content has a scope, covering fine arts, music, dance, crafts and cultural heritage. The results of the observation show that grade II students of SD Negeri 03 Bawu Jepara have different completeness of learning outcomes among students in the field of fine arts 68.3%, in the field of music 58.5 % and in the field of dance 34.1%. Of the three scopes of the SBdP content, learning dance is in the lowest category. This means that SBdP learning in dance art material is still a concern and requires efforts to improve learning outcomes.

From the results of observations, many students were not enthusiastic about learning dance, especially with learning that only saw examples from student books. The use of media related to technology has also not been carried out. This is due to the limited number of facilities such as laptops, Liquid Crystal Display (LCD), projectors and loudspeakers (speakers). As well as the minimum ability of teachers to use these facilities. So it takes efforts to improve student learning outcomes through the use of appropriate learning media to anticipate this problem.

In class II SD Negeri 03 Bawu Jepara students have difficulty understanding the phenomena that occur in the community and natural surroundings. Students have difficulty imitating daily and natural movements. This motion includes motion

imitation because students imitate the movements of daily activities and natural objects / events around them. Such as imitating the motion of objects, daily activities, animals, plants and nature. This happens because the learning is always in the room. Whereas with learning outside the classroom students are able to understand the movements of nature directly, it can also reduce students' boredom, boredom, and can make students happy to be interested in lessons and their surroundings.

Based on data document shows that the Competency Standards for KD Graduates in daily and natural movements in dance Theme 2 Sub-theme 2 Learning 1 have not been fully achieved. Students who score below the minimum completeness criteria (KKM) are 27 children. With the lowest score of 25 and the highest score of 90. These results indicate that classically 65.8% (27 students) have not reached the KKM and 34.1% (14 students) of them have reached the predetermined KKM, namely 68.

Researchers will develop outdoor learning based DIKDA quartet card media. Learning activities that can be in direct contact with the surrounding environment and nature. According to Adelia Vera (2012: 17) states Outdoor Learning is an activity that directly involves nature as a learning resource. Moreover, the material taught is related to daily movements and nature, of course many of the movements that are carried out can be found directly in the outdoor learning process.

Therefore, the researcher conducted research and development with the title "Media Development of the Education Education Quartet Card for Dance based on Outdoor Learning on Content. SBdP for Boosting Motor skills of Class II SDN 03 students Bawu Jepara "with the intention of to develop, know the results of eligibility as well as testing the effectiveness of the product media developed learning.

## 2. RESEARCH METHODS

This research is a Research and Development research, which is research used to produce certain products and test the effectiveness of these products (Sugiyono, 2016: 407). According to Sugiyono, the research and development steps are presented in the following diagram.

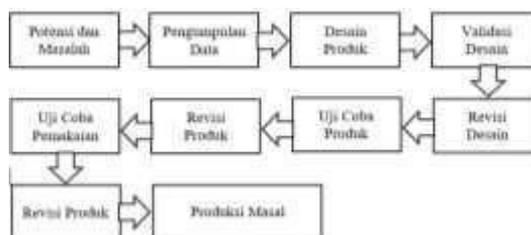


Chart 1. Steps Method R&D (Sugiyono 2016: 409)

The procedures in this study include:

(1) potentials and problems through pre-research, namely interviews, observation and document study; (2) data collection in the form of needs analysis teacher and student; (3) DIKDA dance art quartet card product design; (4) design validation by material and media experts; (5) revision of the DIKDA dance quartet card design according to expert advice; (6) testing of dance arts DIKDA quartet card products; (7) trial use; (8) the final product of the DIKDA quartet card media for dance based on outdoor learning material for everyday motion and nature for grade II elementary school students.

The subjects of this study were 41 students of class II SD Negeri 03 Baru. The research subjects played a role in data collection, the implementation of small and large scale trials, as well as responses to the DIKDA dance quartet card media developed by the researcher. Small-scale trials were carried out on nine students using purposive sampling technique, while large-scale trials involved all research subjects with saturated sampling techniques. The design used is the pretest-posttest design by comparing the results between before and after using learning media. The variables studied included the media of the DIKDA quartet card for dance based on outdoor learning as the independent variable and the SBdP psychomotor learning outcomes of daily movement material and nature as the dependent variable.

The data collection technique used was the performance test technique using an assessment rubric, and non-test techniques in the form of interview instruments, questionnaires, document study and observation. While the data analysis technique includes product data analysis

in the form of a feasibility analysis of the dance arts DIKDA quartet card media and teacher and student responses; Initial data analysis used the Lilieforse normality test (Sudjana, 2005: 466); and final data analysis includes t-test and  $-n$ -gain (Lestari and Yudhanegara, 2015: 235).

### 3. RESEARCH RESULTS AND DISCUSSION

#### Media Development of Education and Dance Education Quartet Cards Based on Outdoor Learning

The development of outdoor learning-based dance arts DIKDA quartet card media is carried out through potential and problem stages, data collection, product design, product design validation, product design revisions, product trials, product revisions, usage trials, and final products. Based on the results of the questionnaire analysis of learning media needs given to teachers and students, it shows that a variety of learning media is needed that is interesting and fun for students. One of the media that can be developed is the outdoor learning based DIKDA quartet card media.

At the product design stage, the researcher compiled a draft of the DIKDA quartet card product for outdoor learning based on the results of the analysis of the teacher's needs questionnaire and the student's needs questionnaire. The design design is applied to making a prototype. After making the prototype, the media is realized in the form of printed media. The revision stage of the DIKDA quartet card for dance based on outdoor learning, the researcher revised the design according to the advice of each expert, namely media experts, material experts, and linguists and had been validated by the expert team by filling out a questionnaire to assess the feasibility of media, material, and language. .

The media that will be applied to students is the quartet card media. It is called the DIKDA Quartet Card, which stands for the Dynamics of Daily and Nature Simulation. 9 x in size 12 cm. The DIKDA quartet box cover is printed with 310 gram art carton and 260 gram art carton for each DIKDA quartet card. The media of the DIKDA quartet card for dance based on outdoor learning contains material for everyday motion and nature with a total of 10 themes including daily themes: 1) playing, 2) fishing activities, 3) gardening, 4) home activities and 5) animals. As well as natural themes include 1) flowers, 2) trees, 3) wind, 4) sea waves and 5) water. In addition to the set of 10 cards, each of which has 4 sub-themes, there are also KI, KD, indicators, guides for teachers and guides for students.

The media developed can provide interesting and fun learning. This is in accordance with Hamalik's opinion (in Arsyad, 2014: 19)

argues that the use of instructional media in the teaching and learning process can generate new desires and interests, generate motivation and stimulation of learning activities, and even bring psychological influences on children. In other words, it contains instructional material in a student environment that can stimulate students to learn.

The relevant research was carried out by Putrika Rahajeng Sidowati in the E-Journal of the Education Technology Study Program (Volume. VI, No. 3, 2017) from Yogyakarta State University, entitled "Media Development of Time Unit Quartet Cards for Elementary School Students". This development research aims to produce a media quartet time unit mathematics (quantum) that is suitable for learning mathematics class V at SD Negeri Sarikarya Yogyakarta. The results showed that the quartet card game media was effective in improving learning outcomes.

#### Results of Feasibility of the Education and Culture Education Quartet Card Media for Outdoor Learning Based Dance

The media of the DIKDA quartet card for dance based on outdoor learning in SBdP learning needs to be tested for its feasibility by expert experts. There are three experts who analyze the outdoor learning based DIKDA quartet card media. This aims to get a media assessment that is suitable for students. In this study, a media feasibility assessment instrument for the validator was developed which was then validated by the supervisor. Furthermore, the media validation instrument can be used as a reference for the feasibility of the media.

Validation of material feasibility was carried out by Dr. Deasylina da Ary, S. Pd., M. Sn. lecturer of Elementary School Teacher Education Study Program, Faculty of Education, Semarang State University. Validation of the feasibility of the material aims to determine the suitability of the material needed by students with media content. The media expert's eligibility validation was carried out by Sony Zulfikasari, S.Pd., M.Pd. lecturer at the Education Technology Study Program, Faculty of Education, Semarang State University. Validation of the feasibility of this media expert aims to determine the quality of the learning media being developed. As well as validation of the eligibility of the linguists carried out by Dr. Wagiran, M.Hum. lecturer in Indonesian Language and Literature, Faculty of Languages and Arts, Semarang State University. Validation of the eligibility of linguists aims to

know the rules for using language in the learning media developed.

The material aspect relates to four indicators, namely relevant to KD, indicators, and

learning objectives; contains material of daily life and nature; presented clearly, logically, and coherently; in accordance with the characteristics and level of student development. The results of the validation of the material feasibility of the DIKDA quartet card media for outdoor learning based dance, obtained a percentage of the material feasibility assessment of 96.88% with very appropriate criteria. The media assessment sheet consists of aspects of media neatness, aspects of image quality and color, aspects of media suitability to material, aspects of material quality, aspects of media compatibility with targets, aspects of student orientation, and practical aspects of the media. The results of the eligibility of the DIKDA quartet card media expert for outdoor learning based dance, obtained an assessment percentage of 96.88% with very feasible criteria. As well as the linguist's assessment sheet consisting of communicative aspects of language which includes language in the media that is easy to understand, sentences used to clarify images, writing sentences on the media, correct use of punctuation marks, correct use of letters in media. While the quality aspect of motivation includes the language used by the media to motivate students. The results of the feasibility of the media card language of the DIKDA quartet card for dance based on outdoor learning obtained an assessment percentage of 93.75% with appropriate criteria with revision. While the quality aspect of motivation includes the language used by the media to motivate students. The results of the feasibility of the media card language of the DIKDA quartet card for dance based on outdoor learning obtained an assessment percentage of 93.75% with appropriate criteria with revision.

Based on the results of expert validation as a whole, the media of the DIKDA quartet card for dance based on outdoor learning fulfills the appropriate criteria as a learning medium, so it is feasible to be tested on students.

#### **Results of the Effectiveness of the Outdoor Learning-Based DIKDA Quartet Card Media**

The effectiveness test of the outdoor learning based DIKDA quartet card media was conducted to determine the effectiveness of the media in improving students' psychomotor learning outcomes obtained from the pretest and posttest scores. The pretest score was obtained before the students used the outdoor learning based DIKDA quartet card media. Meanwhile, the posttest score was obtained after the learning process was carried

out using the DIKDA quartet card media based on outdoor learning.

The results of the small group test had a pretest score of students with an average of 57.56. The highest score is 75 and the lowest score is 42. With KKM 68, the percentage of completeness obtained at the pretest is 11%. While student learning outcomes in posttest learning got an average of 81.44. The highest score obtained at posttest was 92 and the lowest score was 67. With KKM 68, the percentage of completeness obtained during posttest learning was 89%.

Results in the group big has a pretest value of class II students with an average of 63.81. Top marks that are obtained at the time of the pretest was 83 and the lowest score was 42 with the percentage of completeness obtained at the pretest was 28%. While the number of scores during the posttest, the learning outcomes of class II students using the outdoor learning-based DIKDA quartet card media with an average of 80.19. The highest score obtained at the posttest was 92 and the lowest score was 58 with the percentage of completeness obtained at the posttest was 87.5%.

From the results of the small-scale average value, it can be seen that there is an increase in the pretest mean value of 57.56 and the posttest average score of 81.44 with an N-Gain of 0.567, moderate criteria. In large groups it is known that the pretest results before using the media get an average of 63.81. Meanwhile, the posttest score after using the media obtained an average of 80.19. From the results of the average value, it can be seen that there is an increase in the pretest and posttest scores with N-Gain of 0.466 moderate criteria.

## **4. CONCLUSION**

Based on the results of data analysis and discussion, it can be assumed that the researcher developed the DIKDA quartet card media for dance based on outdoor learning. 40 cards, there are additional KI cards, KD, indicators, guides for teachers and guides for students. The outdoor learning based dance learning DIKDA quartet card media meets the very appropriate criteria of media experts, material experts and linguists. As well as from the results of student responses reached 100% and 92% from teachers for small scale and 97.9% student responses and 100% from teachers on a large scale. 57.56 test becomes 81.44 on the average pre-test value or has an increase in N-gain of 0.567, on a large scale the average pre-test value is 63.81 to 80.19 on the average post-test score or has an N-gain increase of 0.466.

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