

## Developing Learn English Better for 8<sup>th</sup> Grade Students of Junior High School

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### **ABSTRACT**

*The purpose of this research is to develop Learn English Better as an alternative Learning medium for 8<sup>th</sup> grade Junior High School in Madrasah Tsanawiyah Bahrul Ulum Jombang. This English media's purpose is to help the student learn English easily. This English media contains some materials and exercises. All material is the material in the second semester of 8<sup>th</sup> grade. The research method used in this research is Research and Development. This development used ADDIE model which has 5 steps, are; 1) analysis, 2) design, 3) development, 4) implementation, and 5) evaluation. The result of this research shows that the media validation result got it was conducted in Madrasah Tsanawiyah Bahrul Ulum Jombang. There is two validation that is media validation and material validation. the student's responses to try out results in good category. Data collection instruments used in this study were interviews and questionnaires. The feasibility of the product was tested for media validation and material validation, each of which has a value of 68,5% for media, 100% for the material, and students' responses 78%. It can be concluded that English Learning Better is feasible to be used as a learning medium.*

**Keywords:** Learning Media; R&D Method; ADDIE Model; Writing Skills.

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### **INTRODUCTION**

Information and communication technology has developed along with globalization so that the interaction and delivery of information will take place quickly. The effects of globalization can have both positive and negative impacts on a country (Muhith et al, 2020). People from different countries can exchange information, science, and technology. According to (Muhson, 2010) stated the advancement of ICT has a significant influence in various aspects of life. Education is an inseparable part of the process of developing science and technology as a process of human maturation and (Sahid, 2007) said with the help of ICT, the process of delivering and presenting learning materials and ideas can become more interesting and fun.

Many students have difficulty learning English at school. this is due to passive and uninteresting learning (Nur, 2017). Usually, teachers only use book media for learning and use the teacher center method. this makes it students lazy and difficult to learn English in class. One of Junior High School in Jombang is Madrasah Tsanawiyah Bahrul Ulum Jombang. While the students need the other media to help them understand English writing skills.

Based on the above, the researcher design learning media based on Mobile Learning to case the students in practicing English writing skills and do exercises to get what they need. So, the researcher assisted their learning by designing the media android application "Learn English Better" to measure children's writing skills in Madrasah Tsanawiyah Bahrul Ulum Jombang.

### **METHOD**

The purpose of this research is to design appropriate media Mobile Learning for helping the student to learn English in 8<sup>th</sup> grade in the second semester in Madrasah Tsanawiyah Bahrul Ulum Jombang. Therefore, this research is classified into Research and Development category (R&D) as a process that can be used to develop and validate the educational product, like the teaching method. Research and Development (R&D) is the term commonly used to describe the activities undertaken by firms and other entities such as individual entrepreneurs to create new or improved products and processes. According to

(Haryati, 2012) Research and development is a research method used to produce certain products and test the effectiveness of these products.

## RESULT AND DISCUSSION

English Learning Better is developed to help a student in 8<sup>th</sup> grade in the second semester of Madrasah Tsanawiyah Bahrul Ulum Jombang in their material. Before developed Media, the researcher analyzes with a questionnaire to 8<sup>th</sup>-grade students at Madrasah Tsanawiyah Bahrul Ulum Jombang. The data from the result of the need analysis obtained were then used as a reference for designing the product storyboard.

**Tabel 1.** The Result of The Need Analysis

Student	Question										Score
	1	2	3	4	5	6	7	8	9	10	
1	4	3	4	4	5	4	3	4	4	4	39
2	4	4	4	5	4	4	4	4	4	4	41
3	5	4	5	4	4	4	4	4	4	4	42
4	4	5	4	4	3	4	5	4	4	4	41
5	4	4	4	4	4	4	4	4	4	4	40
6	5	4	5	4	4	4	5	4	4	4	42
7	4	4	4	4	5	4	4	4	4	4	41
8	4	4	5	4	4	3	4	4	5	4	41
9	4	5	4	3	4	4	4	5	4	4	41
10	4	5	5	5	4	4	4	4	5	5	45
11	5	5	4	4	4	4	3	3	4	4	40
12	4	3	3	4	4	4	4	4	5	5	40
13	4	4	4	4	4	4	4	4	4	4	40
14	4	4	4	4	5	4	5	4	4	4	43
15	4	4	5	4	3	4	4	5	4	4	41
<b>Total Score</b>											<b>617</b>

$$\text{Percentage} = \frac{\text{Total Score}}{\text{Max Score}} \times 100\% = \frac{617}{800} \times 100\% = 77,125\%$$

From the result of observation from the questionnaire, the researcher wants to make an innovative learning media to support English Learning activity to make more interesting and active to students. The data from the result need analysis obtained are then used as a reference for designing the product storyboard. So, English Learning Better is designed to help the student's problem.

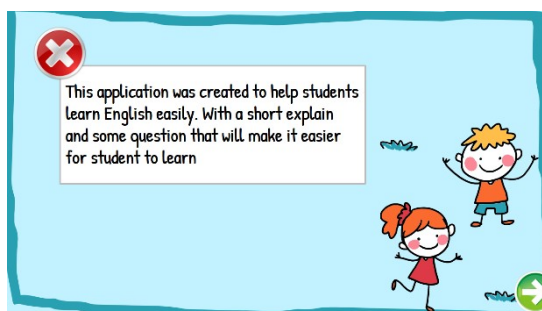
### The Result of Design

In this stage, the researcher develops an application product that material contains second term materials of the eighth grade of Junior High School including Reading skills. The researcher design Learn English Better by PowerPoint band I-Spring Suite and then it is converted to android. This design is done with six materials.

### The Result of Development

- **Product of Development**

In this part, the researcher showed the figure of the screen after revision.



**Figure 1.** The Purpose of Learn English Better



Figure 2. The Titled of Product



Figure 3. The Features of Learn English Better

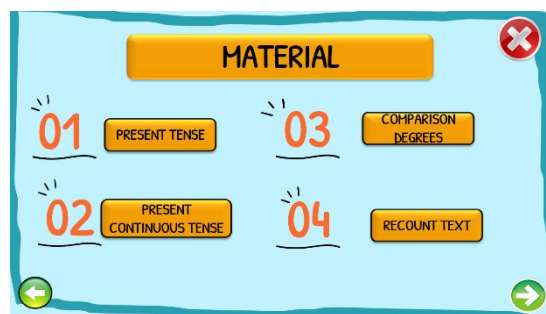


Figure 4. The Contains of Material



Figure 5. The One Sample of Material Content



Figure 6. The One Sample of Material Content

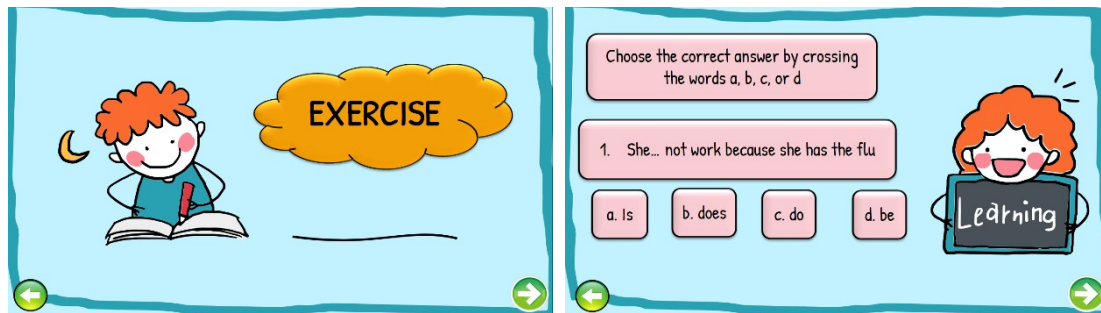


Figure 7. The Exercise



Figure 8. The One Sample of Exercise



Figure 9. The References

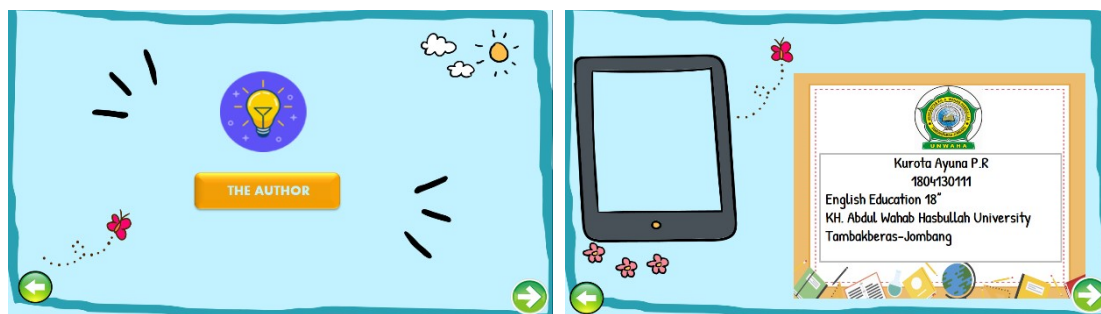


Figure 10. The Author



Figure 11. The Last View

- **Result of Expert Validation**

The researcher finished the assessment Learn English Better to the Media Expert and Material Expert. The Validator of Media was Mrs. Nur Khafidhoh, M.Kom as a Lecturer of Faculty of Information Technology at KH. A. Wahab Hasbullah University. In this stage, the researcher got a suggestion from Mrs. In Baroroh Ma'arif, S.S., M.Pd as a Material Validator and Mrs. Nur Khafidhoh, M.Kom as a media validator. The researcher had revised the media based on evaluation and suggestion of validation. The product of Learn English Better had finished and is ready to be tested on the subject.

- **Result of Material Validation**

In this part, the researcher discussed about material validation of Learn English Better. The expert validator of media material was Mrs. Iin Baroroh Ma'arif, S.S., M.Pd as a Lecturer of English education department at KH. A. Wahab Hasbullah University. The researcher used a validation sheet to evaluate. After testing, improvements are made according to the advice of the expert.

**Table 2.** The Result of Material Validation

No	Assessment Aspects	Scores
Material quality		
1	There is no deviant aspect of the indicator	3
2	There is no deviant aspect of the indicator	3
3	Description of the content	3
4	Explanation of included examples	4
5	Coverage of included examples	4
Language quality		
6	Clarity of the language used	4
7	Language compatibility with target users	4
Quality of practice questions		
8	Suitability of practice questions with competence	3
9	The balance of practice questions with material	3
10	The sequence of practice questions presented	3
The suitability of the presentation with the demands of learner-centered learning		
11	Encouraging students' desire	3
12	Encouraging student interaction	3
13	Encourage students to build their own knowledge	4
14	Encouraging students to learn independently	4
<b>Total</b>		<b>48</b>

According to the result of the material expert's assessment, the total score was 48. The total score was then calculated using the formula mentioned before to determine the learning media's eligibility. The researcher used a rating scale to get the score of media validation. The calculations were as follows:

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

$$\text{Ideal score} = 5 \times 14 = 70$$

$$P = \frac{48}{70} \times 100\% = 68,5$$

**Table 3.** Percentage Scores

Percentage Scores	Categorys
0-20	Very bad
21-40	Bad
41-60	Enough
61-80	Good
81-100	Very good

Based on the table the result of material validation, the researcher got a 68,5% score this was “Enough” category. It means that the result of material validation of Learn English Better based on the material deserved to be tested.

After the researcher did material validation, there were revisions from the media validator. The validator gave some suggestion as follow:

- Some materials need to be revised
- Background matches needed revision

• **Result of Media Validation**

In this part, the researcher discussed about media validation of Learn English Better. The Expert validator of media was Mrs. Nur Khafidhoh, M.Kom as a Lecturer of Faculty of Information Technology at KH. A. Wahab Hasbullah University. After testing, improvements are made according to the advice of the expert. Result assessment from the material is as follows:

**Table 4.** The Result of Media Validation

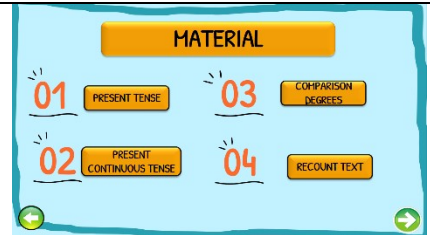
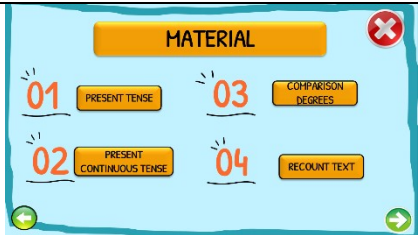
No	Assessment Aspects	Scores
General Quality		
1	Media compatibility with Material	5
2	Button Display Regularity and Consistency	5
Language quality		
3	Text, image and animation layout	5
4	Font size selection compatibility	5
5	Background selection compatibility	5
Media Presentation		
6	Attractive media display	5
7	Interesting media presentation	5
8	There is a title/media description	5
9	Able to encourage students to learn independently	5
<b>Total Scores</b>		45

According to the assessment result by media expert, the total score get are 45, the total score then calculates using the formula explained earlier to know the eligibility of the learning media. The researcher used a rating scale to get a validation score. The calculation is as follows :

$$P = \frac{45}{45} \times 100\% = 100\%$$

So, the result of the due diligence from material experts is 100% which is included in the category “Very Good” and worth using with revision.

**Table 5.** The Result Revisons the Material

The Validator Material Experts	Suggested	Revisison
Nur Khafidhoh, M.Kom		
<ul style="list-style-type: none"> <li>• Nur Khafidhoh, M.Kom Suggested the dasboard aplication used adjust with the exit button.</li> </ul>		

• **The Result of Implementation**

After Learn English Better was designed, validated, and revised, the last step was implementation. The researcher carried out a trial product into 15 students of 8<sup>th</sup> grade at MTs Bahrul Ulum Jombang.

In the implementation of the product, the researcher used an android smartphone and laptop to apply the product. Before implementing students, the researcher explains how to use the product and explaining the material in the product.

The result of the questionnaire was used to improving the product. The responses were calculated by using the Likert Scale. From the result of the student's responses questionnaire, the researcher got the data as follow:

**Table 6.** The Result of the Students' Responses

Students	Questions										Scores
	1	2	3	4	5	6	7	8	9	10	
1	4	4	4	5	4	4	5	4	4	4	42
2	4	4	4	4	4	4	4	4	4	4	40
3	5	5	5	4	4	4	4	4	4	4	43
4	4	5	4	4	4	4	5	4	4	4	42
5	4	4	4	4	4	4	4	4	4	4	40
6	5	5	5	4	4	4	5	4	4	4	44
7	4	4	4	5	5	4	4	4	4	4	42
8	4	4	4	4	4	3	4	4	5	4	40
9	4	5	4	3	4	4	5	5	4	4	42
10	4	5	5	5	4	4	4	4	5	5	45
11	5	5	4	4	4	4	3	3	4	4	40
12	4	3	3	4	4	4	4	4	5	5	40
13	4	4	4	4	4	4	4	4	4	4	40
14	4	4	4	4	4	5	5	4	4	4	42
15	4	4	5	4	4	4	4	5	4	4	42
<b>Total Score</b>											<b>624</b>

$$Percentage = \frac{Total\ Score}{Max\ Score} \times 100\% = \frac{624}{800} \times 100\% = 78\%$$

Based on the table above, the result of the trial product obtained a total score of 624 and a percentage of 78%, which means that the product is in good category. So, the researcher concluded that the students enjoyed and were interested in English Learning Better Apps.

• **The Result of Evaluation**

In this part, the researcher discussed the explanation of how the product can help the eight-grade students of Junior High School in English learning. Based on the media validation is 5 score is in very good category and the result of material validation is 3,42 score in enough category. The researcher tried out 15 students and the result of a questionnaire for students' response is 80 score in good category. Therefore, it can be said that English Learning Better is feasible to be used.

## **CONCLUSION**

Based on the result of this research and development it can be concluded:

- This research and Development design Learn English Better (Focuses on English Reading Skill) to help student 8<sup>th</sup> grade of the second semester at Madrasah Tsanawiyah Bahrul Ulum. Research Method that is used ADDIE theory. There are five steps in this development which is limited only a few step, those are:1) analysis, 2) design, 3) development, 4) implementation, 5) evaluation. After the researcher collected information by interviewing the students and the students the researcher made planning to develop Learn English Better (focuses on reading Skills and material for 8<sup>th</sup> in the second semester as mobile learning.
- Learn English Better was designed by the researcher used PowerPoint and web. There are four features in the menu of Learn English Better, those are Material, Exercise, References, The Author.
- Based on the result of material validation is an average of 3 scores mean enough, and the result of media validation is an average of 5 scores in very good category. The researcher tried out 15 students and the result of a questionnaire for students' responses was helpful in their studies. Therefore, it can be said that
- English Better is feasible and helpful to be used

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