

Designing PALUGADA (Practice and Learn Using Grammar Learning Media) for Beginner Students

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ABSTRACT

Palugada is practice and learn using grammar learning media. This study aims to design a Grammar Learning Media that is focused on beginner students in learning English at school. The research method used is the Research and Development (R&D) method using the ADDIE model, this model consists of five parts, namely analysis, design, development, implementation, and evaluation. There are two media feasibility validations for this product. The first is material validation, and the second is media validation. Both have been validated by their respective expert validators before being tested on students. Data collection was done by using a questionnaire. The results of the implementation are in the form of an assessment of student work and media suggestions. The results of the implementation show that the average acquisition percentage of the assessment is 97.77% in the 'very good' category. So, based on the results of this study, it can be concluded that the application of grammar learning media is suitable for helping eighth grade student.

KEYWORDS: Palugada, Learning media, Beginner Students

ABSTRAK

Palugada adalah latihan dan pembelajaran menggunakan media pembelajaran grammar. Penelitian ini bertujuan untuk merancang Media Pembelajaran Grammar yang difokuskan pada siswa pemula dalam pembelajaran bahasa Inggris di sekolah. Metode penelitian yang digunakan adalah metode Research and Development (R&D) dengan menggunakan model ADDIE, model ini terdiri dari lima bagian yaitu analisis, perancangan, pengembangan, implementasi, dan evaluasi. Ada dua validasi kelayakan media untuk produk ini. Yang pertama adalah validasi materi, dan yang kedua adalah validasi media. Keduanya telah divalidasi oleh validator ahli masing-masing sebelum diujikan pada siswa. Pengumpulan data dilakukan dengan menggunakan kuesioner. Hasil implementasi berupa penilaian karya siswa dan saran media. Hasil implementasi menunjukkan bahwa rata-rata perolehan persentase penilaian adalah 97,77% dengan kategori sangat baik. Jadi, berdasarkan hasil penelitian ini dapat disimpulkan bahwa penerapan media pembelajaran grammar cocok untuk membantu siswa kelas VIII.

KATAKUNCI: Palugada, Learning media, Beginner students

INTRODUCTION

English is the language used as a medium of communication and as the first global language used to interact with various people around the world. Language is one of the important things in communication and is used as a means of communication between nations in the world. As an international language. English is very useful and

important to support our lives. Language denotes every nation, a parable once said so. If it means pondered more deeply, hopefully it will make us wiser in understanding and responding to all cases linking language and attitudes or behavior of language-speaking groups language. (Alwi, 2004:21). Wisdom tends to strengthen beliefs about roles language in cultural development.

Grammar is an important element of a language. Learning the grammar of a language will affect the mastery of language skills. Therefore, in reading the language officially, grammar is a subject that needs to be studied extensively. Students need to be given grammar training in order to have good language skills.

First in the analysis phase, the researcher conducted a needs analysis to determine the students' needs. The needs analysis was conducted by interviewing the English teacher of SMP KepuhDokoTembelang. This study conducted a needs analysis related to the needs of novice students who have difficulty in remembering grammar in terms of tense. Writing purpose to know the meaning of media, learning, grammar.

Media is a method of something that brings information among a supply and a receiver. equal is the case with the opinion Arsyad (2002:4) that the media is all forms of intermediaries utilized by humans to communicate or spread the idea, thoughts, or evaluations so that thoughts, thoughts or opinions expressed it to the recipient supposed recipients.

Learning has been defined functionally as modifications in conduct that end result from enjoy or mechanistically as modifications inside the organism that end result from experience. E-learning is an acronym for electronic learning, which is a learning process that uses electronic media, especially the internet as a learning system. E-learning is the basis and consequence of the development of information and communication technology. Bullen & Janes (2007: 176) define e-learning as learning that occurs when internet technology is used to facilitate, convey, and enable the distance learning process.

Grammar there are several definitions of grammar. First, consistent with Richards and

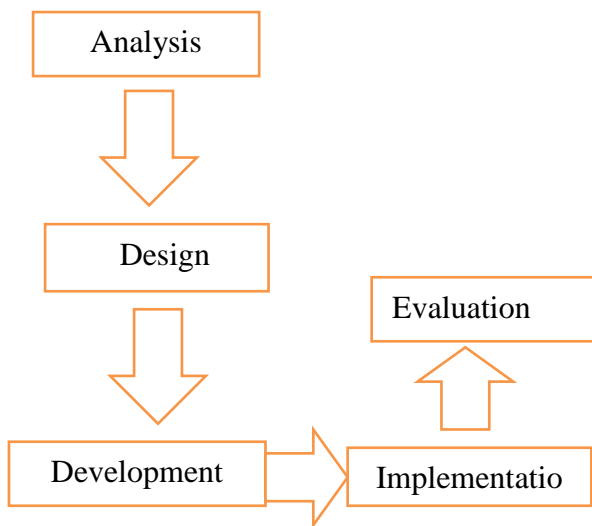
Schmidt (2010: 251-252) as cited in (Effendi et al., 2017) grammar is a description of the shape of a language and the way language units together with phrases and phrases are shaped into sentences.

METHOD

The purpose of this research design appropriate media mobile learning (hyperlink) for helping the student learn grammar to beginner students. Therefore, this research is classified into Research and Development category (R&D). borg and gall (as cited in febriatun 2016) that defines R&D as a process that can be used to develop and validate the educational product. Like teaching method furthermore (as cited in Febriatun, 2016) that defines R&D as an effort to develop effective products that are used in educational program including objectives, teaching materials and so on.

The second step of ADDIE model is design. Design is deciding the objective of the study and creating materials for Apps. In this research, the researcher develops an application product that contains about the tense grammar. The product developed is step used a power point made by adobe flash software and then it converted to application. Second, in the design phase, the material and the quizzes were designed based on the data from interview and needs analysis. The material of the media is reflected in the English book such as tenses.

In this research employed a Research and Development (R &D) method using ADDIE model. Further, Peterson (2003) asserts that ADDIE model can be applied in various teaching contexts which employ instructional design. The procedures of this study are divided into five part, as follow :



Analysis first in the analysis phase, the researcher conducted need analysis in order to find out the students needs. The needs analysis was conducted by interviewing the English teacher of the SMP KepuhDokoTembelang. The research perform a need analysis related to the need that beginner students have difficulty remembering grammar in terms of tense.

Design the second step of ADDIE model is design. Design is deciding the objective of the study and creating materials for Apps. In this research, the researcher develops an application product that contains about the tense grammar. The product developed is step used a power point made by adobe flash software and then it converted to application. Second, in the design phase, the material and the quizzes were designed based on the data from interview and needs analysis. The material of the media is reflected in the English book such as tenses.

Development research is process of developing and validating products used in learning process (Asim, 2021:1). In the development phase the power point was developed software adobe flas after setting into application.

The fourth step in ADDIE model is

implementation. After the learning media has been completed though the validation process, then the media is tested to the object that is selected by the researcher.

In this process, the researcher testing the product to the subject by provides them with explanation about the materials and gives them some quizzes that are already on the product. After that, the researcher gives some questions in the form of questionnaires for the students which is purposed to know how effective the product developed by the researcher. The result of questionnaire is used as references for correcting the deficiency of product. So the product can be better.

The last step of ADDIE model is the last step, which is evaluation. In this step, the researcher evaluating the product in each its step in order to make the final product. This evaluation is carried out to improve the product based on the result of suggestion from the experts and the information which is obtained through questionnaire.

RESULT AND DISCUSSION

At this stage the researchers conducted a need analysis on students. Data collection techniques at this stage used interviews and questionnaires. The purpose of the need analysis is to obtain data on student. The data from the results of the need analysis obtained are then used as a reference for designing the product storyboard. This observation shows that students need creative learning so that students are interested in participating in learning activities. The purpose of making this product is to make it easier for teachers and students to convey and receive material well.

The results of material validation as follows :

| Number | Aspects | Score |
|--------------------|---|-----------|
| 1 | The relevancy of materials with SK,KD, and Indicator | 17 |
| 2 | The suitability of the language used | 7 |
| 3 | The relevancy of quiz or exercise with the competency | 9 |
| 4 | The suitability of presentation with students learning center | 15 |
| Total Score | | 48 |

Total Score 48

Percentage = $\frac{48}{70} \times 100\% = 68\%$

Max Score 70

Based on the result the calculation material can be concluded that the material in the media is good enough. Even so, the validator still provides suggestions for revising some parts. The validator suggests to add the of examples of more practical material.

Next is the result of media validator. In this study, researchers made an ET application with power point then extracted it using Adobe Flash and then converted it into an application. The validator of this media expert is Mrs. NurKhafidhoh, M. Kom as an IT lecturer. The media validation used by researchers to evaluate ET Apps is in the form of a questionnaire. The results of media validation are as follows :

| Number | Aspects | Score |
|--------------------|---------------------------------------|-----------|
| 1 | The relevancy of media with materials | 9 |
| 2 | The suitability of the language used | 15 |
| 3 | The presentation of media | 20 |
| Total Score | | 44 |

Total Score 44

Percentage = $\frac{48}{45} \times 100\% = 97.77\%$

Max Score 45

Based on the result the calculation media, it can be concluded that the media is quite good. Even so, the validator still provides suggestions for revising some parts. The validator suggests changing the menu button in the content and game views.

Then the next step is about result of implementation. Here is The results of the questionnaire as follows :

| Student | Question | | | | | | | | | | Score |
|-------------|----------|---|---|---|---|---|---|---|---|----|-------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| 1 | 5 | 5 | 5 | 4 | 5 | 5 | 4 | 4 | 5 | 5 | 47 |
| 2 | 4 | 4 | 4 | 3 | 3 | 4 | 5 | 5 | 4 | 5 | 46 |
| 3 | 4 | 4 | 5 | 4 | 4 | 5 | 4 | 5 | 4 | 4 | 43 |
| 4 | 5 | 4 | 5 | 5 | 3 | 4 | 5 | 4 | 5 | 4 | 44 |
| 5 | 4 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 39 |
| 6 | 4 | 5 | 5 | 4 | 5 | 4 | 4 | 4 | 5 | 5 | 45 |
| 7 | 5 | 4 | 4 | 3 | 4 | 4 | 5 | 4 | 4 | 5 | 42 |
| 8 | 5 | 5 | 4 | 4 | 4 | 3 | 5 | 5 | 5 | 5 | 45 |
| 9 | 3 | 5 | 4 | 4 | 4 | 4 | 5 | 3 | 5 | 4 | 41 |
| 10 | 5 | 5 | 4 | 5 | 5 | 4 | 5 | 5 | 5 | 5 | 48 |
| Total Score | | | | | | | | | | | 440 |

Total Score 440

Percentage = $\frac{440}{600} \times 100\% = 73.33\%$

Max Score 600

Based on the table the result of the students responses, the results of the ET Apps trial obtained a total score of 440 and a percentage of 73.33%, which means the product is in the very good category. So, the researcher concludes that students enjoy and are interested in ET Apps.

CONCLUSION AND SUGGESTION

After conduct the research and development as the steps by ADDIE , ET (english teaching) can be applied to intermediate level in grade eight. ET is the good application to support learning english,

especially in grammar. This is can be prove by the data which has been calculated before as follow;

1. The result of material valuator shows the value of the product was 68,57 % and it is include ; quite good category “ even need some revision in some part.
2. The result of media valuator shows the value of the product was 97, 77% and it is include ; good category “ even need some revision in some part.
3. The result of implementation shows that the result of questionnaire after using ET was 73,33% and it was include a good category

Based on the data above it can be conclude that this media was good enough to use while learning grammar.

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