collection of abstract.

1ST INTERNATIONAL CONFERENCE OF EDUCATIONAL AND LEARNING ISSUES

Yogyakarta, October 8th-9th, 2024

Supported and in collaboration with

KATA PENGANTAR

The 1st International Conference of Educational and Learning Issues (ICELI 2024) diselenggarakan secara hybrid di Yogyakarta pada tanggal 8-9 Oktober 2024 dan via platform Zoom Meeting. Konferensi ini merupakan momen bersejarah, karena pertama kalinya kami menggelar forum internasional yang berfokus pada isu-isu pendidikan dan pembelajaran di FKIP UPY secara kolaboratif. Tema konferensi tahun ini, **"Pedagogic Generative AI in Science, Technology, Engineering, Arts, Mathematics, and Multicultural Education"** dipilih dengan harapan dapat memberikan kontribusi signifikan dalam mengatasi tantangan dan memanfaatkan peluang yang dihadirkan oleh perkembangan teknologi dalam dunia pendidikan.

Kami sangat berterima kasih atas antusiasme para peserta yang berasal dari berbagai negara, institusi, dan latar belakang keilmuan. Partisipasi aktif dan kontribusi ide dari para akademisi, peneliti, praktisi pendidikan, dan pembuat kebijakan diharapkan dapat membuka ruang diskusi yang konstruktif serta menghasilkan solusi inovatif dalam bidang pendidikan.

Kami juga menyampaikan apresiasi yang setinggi-tingginya kepada para keynote speakers dan pembicara yang telah bersedia berbagi pengetahuan dan pengalaman berharga mereka. Tidak lupa, kami ucapkan terima kasih kepada semua pihak yang telah mendukung penyelenggaraan konferensi ini, baik secara langsung maupun tidak langsung.

Akhir kata, semoga konferensi ini dapat menjadi ajang yang inspiratif dan membawa manfaat bagi pengembangan dunia pendidikan di masa depan. Kami berharap para peserta dapat memanfaatkan kesempatan ini untuk membangun jaringan, berdiskusi, dan berkolaborasi dalam meningkatkan kualitas pendidikan dan pembelajaran global.

Yogyakarta, 8 Oktober 2024
Hormat kami,

Yanuar Bagas Arwansyah
Ketua Panitia Pelaksana
1st International Conference of Educational and Learning Issues (ICELI 2024)

DAFTAR ISI

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ICELI

THE 1st INTERNATIONAL CONFERENCE ON EDUCATION AND LEARNING ISSUES

"Pedagogic Generative AI in Science, Technology, Engineering, Arts, Mathematics, and Multicultural Education"

WELCOME SPEECH

Dr. Esti Setiawati, M. Pd.
Dean of Faculty of Teacher Training and Education
Universitas PGRI Yogyakarta, Indonesia

KEYNOTE SPEECH

Anindito Aditomo, S. Psi., M. Phil., Ph.D.
Head of the Curriculum and Assessment Standards Center
Ministry of Education and Culture of the Republic of Indonesia

SPEAKERS

Prof. Dr. Ahmad Zamzuri bin Mohamad Ali
Sultan Idris Education University
Malaysia

Dr. Seah Siok Peh
Sultan Idris Education University
Malaysia

Taufik Muhtarom, Ph.D
Universitas PGRI Yogyakarta
Indonesia

Lynette Pretorius, Ph.D.
Monash University
Australia

Donne Jone Panizales Sodusta, Ph.D.
University of the Philippines Visayas
Philippines

SUBTHEMES

21st Century Learning
STEAM
Curriculum
Inclusive Education
TVET
TEFL
BIPA
Assistive Technology
Literacy
Other issue on education and learning

PUBLICATION

1. International Proceeding (Free)
2. Indonesian Acredited Journal (with additional fee)
3. International Journal (with additional fee)
4. Indexed Scopus Journal for Selected Paper (with additional fee)

WHAT IS THE PROFESSIONAL COMPETENCY MAP FOR PROSPECTIVE TEACHER STUDENTS?

Author

Esti Setiawati[1], Nafisah Endahati[2]

Faculty of Teacher Training and Education, Universitas PGRI Yogyakarta[1,2]

Email:

esti@upy.ac.id[1], nafisah@upy.ac.id[2]

Corresponding Author:

esti@upy.ac.id

Abstract

This research aims to develop a self-assessment instrument for the professional competence of teaching students and find out how far they have achieved professional competence. The instrument development stage uses the ADDIE model with five steps, namely analysis, design, development, implementation and evaluation. The research subjects involved 58 teacher students participating in the school field introduction program II who were determined using purposive sampling. Three educational evaluation specialists participated in the instrument quality assessment, and their outcomes were assessed using the Content Validity Index (CVI) method and classified using the Kappa Model assessment. Meanwhile, student self-assessment data was analyzed descriptive quantitatively in the form of tables, graphs and diagrams. The research results show that the self-assessment instrument developed has a CVI value of 0.86 which can be categorized as almost perfect agreement, while the average professional competency score achieved by teaching students is 4.45 with a percentage of 89% which falls into the very good category.

Keywords: Instrument, Self-assesment, Professional competence, Teacher student

SOCIAL AND EMOTIONAL LEARNING PRACTICES IN INDONESIAN PRIMARY SCHOOLS

Author

Sri Fajar Martono[1], Nur Alia[2] , Titus Angga Restuaji[3], Muhamad Nanang Suprayogi[4], Ikhya Ulumudin[5]

[1]Research Center for Education, National Research and Innovation Agency
[2]Santo Fransiskus Foundation Jakarta
[3]Bina Nusantara University
[4]Centre for Education Standard and Policy, Ministry of Educational, Culture, Research, and Technology

Abstract

This study examines Indonesian primary school teachers' practices in developing students social and emotional competence. Social and emotional competence is considered as a eminent factor in children's holistic development, and it is also perceived as a critical factor in navigating children's daily lives. In this research, social and emotional competence refers to five core aspects set by the Collaboration for Academic, Social, and Emotional Learning (CASEL), including self-awareness, self-management, social awareness, social relationship skills, and capacity for responsible decision-making. Data were collected through teachers interviews and focus groups in three Indonesian municipalities, namely Kupang, Semarang, and Singkawang. The research involved thirty six primary school teachers from twelve schools. This study revealed that teacher knowledge on aspects of social and emotional competence revolves mainly on self-management, social awareness, and social relationship aspects. It is also unearthed that primary school teachers have been working hard to endorse advancing students' social and emotional skills through various strategies. The most used strategy is directly inserting social and emotional values into subject-based learning in the classroom and through various character education program initiatives. Unfortunately, teachers reported that no specific teacher training was developed to enhance their capacity in fostering students's social and emotional skills, resulting teachers' limited knowledge of social and emotional competence and its development. In addition, schools have

not implemented specific stand-alone program exclusively designed based on social and emotional competence theories.

Keywords: social and emotional learning (SEL), social and emotional development, social skill, emotional skill

UTILIZATION OF DIGITAL MEDIA TECHNOLOGY IN LEARNING FOR EARLY CHILDHOOD

Author

Avinna Febri Astuti, Windi Wulandari I.U.
Universitas PGRI Yogyakarta

Email

avinnafebri9@gmail.com, windi@upy.ac.id

Abstract

One of the major innovations in the computer and internet era is the use of digital media technology in early childhood learning. Digital media in early childhood learning. Digital media, such as interactive applications, visual presentations, and animated videos, help children's cognitive and motor development. The purpose of this study was to see how the use of digital media affects the learning process of early childhood, especially in terms of creativity, understanding of material, and social interaction. This study was conducted by reviewing various journals and appropriate studies. The results of the study indicate that the use of digital media technology in early childhood learning can increase children's interest in learning, accelerate understanding of concepts, and help them interact actively with their environment. It is very important for teachers and parents to actively participate in helping children use technology properly so as not to interfere with children's emotional and social development. With proper guidance, this digital media can be a useful tool to help early childhood become more creative and interactive.

Keywords: Digital Media Technology, Learning Media, Early Childhood

UTILIZING THE ECOLOGICAL WISDOM VALUE OF BATAK TOBA FOLKLORE FOR 4TH GRADE ELEMENTARY SCHOOL STUDENTS IN BAKTI RAJA SUB-DISTRICT AS AN EFFORT TO PRESERVE THE LAKE TOBA, ENVIRONMENT: A CASE STUDY OF THE LEGEND OF THE SULU-SULU SPEAR

Author

Ipan Sihite[1], Berliana Simanjuntak[2], Kaleb E. Simanungkalit[3], Dahlia Nopelina Siallagan[4]

Prodi Pendidikan Bahasa dan Sastra Indonesia, FKIP Universitas Sisingamangaraja XII Tapanuli [1,2,3]
Prodi Ekonomi Manajemen, Fakultas Ekonomi, Universitas Sisingamangaraja XII Tapanuli [4]

Email

sihiteivan550@gmail.com [1], simanjuntakberliana08@gmail.com [2], kalebsikalit@gmail.com [3], dahlianopelina@gmail.com [4]

Corresponding Author:

kalebsikalit@gmail.com

Abstract

This study uses ecological wisdom values in the Legend of Tombak Sulu-Sulu as a pedagogical tool at SD Negeri 173360 Baktiraja. The method used was a qualitative approach with a case study design involving 32 grade 4 students and teachers in a location near Lake Toba. Data collection was conducted through in-depth interviews, observation, and documentation, with data analysis using thematic analysis techniques and data validity guaranteed through source triangulation. The results showed that 88% of students understood the importance of respecting nature, 78% lived in harmony with nature, and 84% used natural resources wisely. The study also emphasized the significant role of teachers in linking stories with environmental issues, with 90% of teachers succeeding in creating environmental awareness among students. These findings confirm that folklore serves as an educational tool and strengthens students cultural identity and spiritual connection with the environment. The implications of this study recommend the integration of folklore in the education

curriculum to increase environmental awareness and encourage students active participation in environmental conservation. This research contributes to developing educational policies that support ecological values and local cultures and opens opportunities for further research on the effectiveness of folklore-based approaches in other educational contexts.

Keywords: Ecological wisdom; Legend of the Sulu-Sulu Spear; Toba Batak Folklore; Environmental Awareness; Folklore

UNDERSTANDING SOCIAL AND EMOTIONAL DEVELOPMENT OF EARLY CHILDHOOD

Author

[1]Khurodatun Nisa', [2]Windi Wulandari Iman Utama
[1, 2] Early Childhood Education Study Program, Yogyakarta PGRI University

Email

[1]khurodatunn@gmail.com, [2]windi@upy.ac.id

Abstract

Children's social emotional development is the development of behavior in children where children are asked to adapt. Children learn to adapt socially through interactions with peers and their environment. Various developmental theories emphasize the importance of social and emotional development in shaping children's adaptive behavior. Some factors that influence the social emotional development of early childhood include family, parenting, interaction with peers, school environment, and media. The purpose of this study is to review the theory of social emotional development of early childhood, how children's social emotional abilities are, and factors related to the social emotional development of early childhood. This study uses a literature review method that discusses the social emotional development of early childhood.

Keywords: early childhood, social development, emotional development

EFFORTS TO IMPROVE SCIENCE LITERACY ABILITY THROUGH FREE DRAWING USING WATERCOLOR MEDIA IN EARLY CHILDHOOD

Author
Erna Roostin, Sofia Hartati, Hapidin
Postgraduate PAUD Study Program, State University of Jakarta

Email
ernaroostin_9920921001@mhs.unj.ac.id

Abstract

Scientific literacy is an important skill that helps children understand scientific concepts and interact with their environment. The method used involves introducing basic science concepts, such as recognizing objects and living things around them through fun art activities. Free drawing activities provide opportunities for children to express their understanding of science creatively. By using watercolor media, children can more easily express their ideas and imaginations, thus increasing their involvement and interest in science. Through observation and evaluation, the results of the study showed a significant increase in children's scientific literacy skills, reflected in their ability to describe the objects drawn and explain the relationships between existing elements. This research method uses Classroom Action Research with the Kemmis and Taggart model. The results from the field showed that the increase in the average score between the initial conditions and cycle I was 0.5 and an increase in percentage of 0% with the category Not Yet Developing (BB). Then the average increase between cycle I and cycle II was 1.1 with a difference in percentage increase of 40% with the category Starting to Develop (MB). Furthermore, the increase between cycle II and cycle III was 0.4 with the category Not Yet Developing (MB) and an increase in percentage of 60% with the category Developing According to Expectations (BSH). Based on the results of the study, it can be concluded that free drawing using watercolor media can be used as an effective learning strategy in early childhood education to improve science literacy. The application of this method is expected to be further integrated into the education curriculum to support the development of children's science skills.

Keywords: Science Literacy, Early Childhood, Watercolor Media, Free Drawing

VARIOUS REASON EMOTIONAL DYSREGULATION AND IMPACT ON DEVELOPMENT EARLY CHILDHOOD

Author

Jati Utami[1], Windi Wulandari Iman Utama[2]
Universitas PGRI Yogyakarta

Email

[1]jatiutami.ju@gmail.com, [2]windi@upy.ac.id

Abstract

One of aspect most important in development child age early is development emotions. Development emotion child age early become supplies in need interaction social and also understanding to self alone. With thus, it is expected child can recognize emotion good that emotion positive and also emotion negative. Children who have ability express emotion with good tend can accepted in his environment. On the other hand, children who are not can to regulate emotion with right and good will difficulty in matter interact and also arrange his emotions. Research this done because interest writer on development emotion child age early. Author want to know what is becoming reason regulation emotion child age early no effective and how impact received child to matter. So that study this aiming for to study various reason dysregulation emotions in children age early and the impact on its development. The methods used writer in study this is a systematic literature review with gather various data originating from google schoolar and science direct which are database. Source of data obtained totaling 14 articles from a total of 29 articles obtaine. The results of study this is found various reason dysregulation emotions in children like parental neglect, lack of the role of father in parenting, style car , and diversion emotion with pleasure child. Impact from dysregulation emotion the like attitude aggressive, anxious, rampage, withdrawn myself, and cry excessive .

Keywords: Impact, Regulation Emotion, Early Childhood

THE EFFECT OF PARENTS' VERBAL VIOLENCE ON EMOTIONAL DEVELOPMENT PRIMARY SCHOOL AGE CHILDREN

Author

Kalokowati
Muhammadiyah University Purwokerto

Email

kalokojatmikonansa@gmail.com

Abstract

Every day there are more and more cases occurring in children in the form of verbal violence from parents. This is because many parents think that verbal violence is an educational way to foster a sense of discipline and children tend to obey them. To find out how much influence verbal violence perpetrated by parents has on the emotional development of children at elementary school age, what are the forms of verbal violence, its factors, and its impact. So it is necessary to carry out research based on a literature review that examines the references of 6 journals. From these six journals, it can be seen that verbal violence perpetrated by parents against their children greatly influences the emotional development of children at elementary school age. The forms of verbal violence include blaming, degrading, always comparing, cursing, not loving, intimidating, and rejecting the child. Verbal violence that is carried out continuously against children can have an impact on the child's emotional development, the impacts that arise include children tending to have low self-esteem, aggressiveness, lack of self-confidence, quiet, easily angered, and can commit acts such as stealing, lying, and poor performance at school. tends to decrease. There are several factors that cause parents to carry out verbal violence against children, namely environmental factors, family factors, experience factors and economic factors. Through this journal study, it is hoped that we can increase knowledge about verbal violence against children so that parents will not commit acts of verbal violence against their children

Keywords: -

PENINGKATAN MINAT BACA DAN KEMAMPUAN MEMBACA PEMAHAMAN DENGAN LITERACY CLOUD PADA SISWA KELAS IV SD NEGERI 2 SOKAWERA

Author

Jubaedah
Universitas Muhammadiyah Purwokerto

Corresponding

idak.reeves@gmail.com

Abstract

The importance of using learning media for the alpha generation can be seen from the demands of an increasingly digital age, where technology has become an inseparable part of daily activities. Learning media integrated with technology can facilitate more interesting teaching and match the learning style of the alpha generation which is dominant with the use of technology. This study used a quasi-experiment to evaluate the effect of using literacy cloud learning media on reading interest and comprehension skills of grade 4 students. The population in this study involved a total of 38 grade 4 students in SDN 2 Sokawera and SDN 1 Wlahar Kulon. The sample consisted of 19 students at SDN 2 Sokawera using purposive sampling technique. Data collection techniques involved questionnaires, tests, observations, and interviews. The results showed that the use of literacy cloud had a positive effect on increasing students' reading interest and comprehension skills, with the average score of the experimental class higher than the control class. The implications of this research provide insight for teachers and schools to improve the quality of learning by utilizing Literacy Cloud as a valuable reference source. This research also contributes to the understanding of the effectiveness of Literacy Cloud as a learning medium in educational contexts, provides a basis for the development of technology-oriented educational policies, and provides practical guidance for teachers in increasing students' reading interest and reading comprehension skills

Keywords: -

A SYSTEMATIC REVIEW: EDUCATIONAL CURRICULUM COMPARISON FOR THE STREET CHILDREN

Author

Tri Hutami Wardoyo [1], Ghanis Putra Widhanarto[2], Titi Prihatin[3], Enggal Kuria Putri Ariwati[4]

Email

trihutamiwardoyo@mail.unnes.ac.id

Abstract

This systematic review of the literature explores the comparative curricula utilized for educational programs for children who live on the streets. In light of the differing challenges and barriers that these children face, this review identifies, analyzes, and presents various approaches to curricula and their effectiveness in addressing educational needs. A wide search was conducted through several major academic databases: Google Scholar, JSTOR, ERIC, and the portal of the Indonesian National Library, which included targeted keywords that dealt with street children and education. Inclusion criteria targeted peer-reviewed articles from 2010 to 2023 that explored pedagogical practices and learning outcomes. The findings detail different curricular frameworks, and there are great variations in focus areas like life skills development, contextual learning, and socio-emotional support. While some curricula effectively engage street children in their holistic development, others reflect limitations in addressing their particular circumstances. This review calls for inclusive and adaptive curriculum design that corresponds to the different realities of street children. The insights gained from this literature synthesis can help educators and policymakers improve educational practices for marginalized populations.

Keywords: Curriculum, Street Children, Educational Programs, Systematic Literature Review, Pedagogy, Learning Outcomes

INNOVATIVE LEARNING MODELS TO OVERCOME LEARNING DIFFICULTIES IN ELEMENTARY SCHOOL CHILDREN

Author

Nur Innayatun

Email

nurinnayatun261@gmail.com

Abstract

This study aims to analyze innovative learning models that can overcome learning difficulties in children in elementary schools. In the world of education, learning difficulties are often caused by learning methods that are not in accordance with the needs and characteristics of children. Thus, it is important to apply a more creative and innovative approach. The research method used in this study is library research. The data collected are in the form of documents in the form of journal articles, books, and so on related to the topic of discussion. The results of the study show that an innovative learning model that can overcome learning difficulties in children in schools is by implementing STEAM-based learning (Science, Technology, Engineering, Arts, and Mathematics). Therefore, this study proposes the use of a STEAM-based learning model because it has been proven to increase student creativity and involvement in the learning process. The STEAM learning model not only focuses on mastering the material, but also develops children's critical and creative thinking skills. In addition, this study also offers the application of the PAIKEM learning method (Active, Innovative, Creative, Effective, and Fun Learning) which can increase children's motivation and participation in the learning process. By integrating various methods such as playing, storytelling, and projects, it is expected that children can more easily understand the concepts taught and overcome the learning difficulties they face. Therefore, through this approach, it is expected that the learning model that has been offered can provide an effective solution in improving the quality of learning in Elementary Schools and helping children overcome their learning difficulties.

Keywords: *Innovative Learning, Learning Difficulties, Elementary School Children*

UTILIZING KOTAGEDE'S CULTURAL HERITAGE TO ENHANCE HISTORICAL LITERACY AMONG ELEMENTARY SCHOOL STUDENTS THROUGH EXTRACURRICULAR ACTIVITIES

Author

Nency Hardini[1], Ahmad Agung Yuwono Putro[2]
Basic Education, Universitas PGRI Yogyakarta[1,2]

Email

nencyhardini58@guru.sd.belajar.id, agung@upy.ac.id

Abstract

Kotagede a historical district rich in cultural and historical heritage, includes landmarks such as Kotagede State Elementary School, which is situated in a heritage site area. However, the utilization of this historical heritage in formal education and extracurricular activities remains limited. This research aims to examine how Kotagede's historical heritage can be leveraged in extracurricular activities to enhance elementary school students' historical literacy. The study employs a qualitative method, using data collection techniques such as observation, in-depth interviews, and document analysis. Data were gathered from school principals, teachers, students, and local community figures involved in the management of historical sites. The data were analyzed using a thematic approach to identify the potential and challenges of integrating historical heritage into extracurricular activities. The findings indicate that extracurricular activities based on historical sites, such as visits to the Royal Tombs of Mataram, Kotagede Grand Mosque, and silver craft workshops, can significantly increase students' interest in local history and enrich their understanding of the importance of cultural preservation. Kotagede's historical heritage can be effectively integrated into extracurricular activities at elementary schools to improve students' historical literacy. This research contributes to the development of a heritage-based educational model for elementary schools located in historical areas.

Keywords: historical literacy, extracurricular activities, elementary school, Kotagede, culture-based learning

DIFFERENCES IN NUMERACY LEARNING OUTCOMES USING PROBLEM BASED LEARNING AND INQUIRY LEARNING METHODS AT NGOTO ELEMENTARY SCHOOL

Author

Rodhiyati Fajriyah

Email

rodhiyati.fajriyah31@admin.sd.belajar.id

Abstract

Numeracy ability is important for elementary school students. This study aims to determine the difference in the average score of learning outcomes in mathematics, especially in the volume material for fourth grade students at Ngoto Elementary School who are taught using the Problem Based Learning and Inquiry Learning methods. This research is a quasiexperimental. Class IV A as the control group uses the Inquiry Learning method and class IV B as the experimental group uses the Problem Based Learning method. The instrument used in this study was the results of a written test in the form of a description. The data analysis technique used in this research is descriptive statistics. The data obtained is written test scores in the form of a description of the volume. The results of the study showed that the group taught using the Problem Based Learning method had a higher average value of mathematics learning outcomes for volume material than the group taught the inquiry learning method. The experimental group has an average value of 78.75 while the control group is 77.5.

Keywords: Problem Based Learning, Inquiry Learning, Numeracy Ability

PENERAPAN ARTIFIKAL INTELLIGENCE YANG BERDAMPAK DAN BERKELANJUTAN UNTUK PESERTA DIDIK

Author

Reny Riana Sari

Email

renyrerisa@gmail.com

Abstract

Pemanfaatan kecerdasan buatan/artificial intelligence (AI), dewasa ini menjadi salah satu pilar utama dalam upaya membangun interaksi yang efektif bagi guru dengan peserta didik. Kehadirannya dengan fitur, fungsi, dan tampilan yang baru semakin berdampak pada banyak aspek kehidupan manusia tidak terkecuali dalam Pendidikan. Dampak penerapaan AI pada peserta didik meningkatkan literasi digital,mengembangakan ketrampilan berfikir kritis dan kreatif, kolaburatif yang memicu akslerasi pendidikan berkelanjutan. Kecerdasan buatan mulai mengambil peran dalam kegiatan pembelajaran di sekolah. Pemanfaat teknologi kecerdasan buatan (AI) dalam mendukung pembelajaran tidak berarti menggantikan peran pendidik. Karena, peran penting dari pendidik itu adalah mengajar, mendidik dan melatih untuk membangun keterampilan, pengetahuan dan karakter peserta didik. Metode yang digunakan dalam tulisan ini adalah menggunakan studi pustaka. Data yang dikumpulkan kemudian dipelajari dan difahami, baik teori-teori dan contohnya dari sumber berbagai literatur yang berhubungan dengan tulisan terkait. Tulisan ini menyimpulkan bahwa Kehadiran teknologi AI merupakan sebuah terobosan di bidang teknologi pendidikan untuk memudahkan pembelajaran. Pemanfaat teknologi kecerdasan buatan (AI) dapat mempercepat akselerasi Pendidikan berkelanjutan. Hadirnya kecerdasan buatan berdapak pada peserta didik, meningkatkan literasi digital, mengembangakan ketrampilan berfikir kritis dan kreatif, kolaburatif. Tidak berarti menggantikan peran pendidik. Karena, peran penting dari pendidik itu adalah mengajar, mendidik dan melatih untuk membangun keterampilan, pengetahuan dan karakter peserta didik.

Keywords: Kecerdasan buatan, berdampak, berkelanjutan

THE APPLICATION OF HANDWASHING WITH SOAP USING THE SEVEN STEPS SONG: ENHANCING HEALTHY LIVING HABITS IN EARLY CHILDHOOD EDUCATION IN THE VILLAGES OF TANGERANG REGENCY

Author

Fitria Budi Utami[1], Maya Lestari[2], Fahmy Ulfah Mawaddah[3], Yogi Gumilar[4]

Email

fitrabudiutami@unimar.ac.id

Abstract

The habit of washing hands with soap is an important step in preventing the spread of infectious diseases, especially in young children. This research aims to evaluate the effectiveness of implementing handwashing with soap using the song "Seven Steps of Handwashing" in a village-owned early childhood education centre in Tangerang Regency. The research method used is participatory study with a qualitative approach, involving direct observation, interviews with teachers, and active participation of children. The handwashing song combined with educational movements aims to instil the habit of proper handwashing in a fun way. The research results show a significant improvement in children's understanding of the importance of hand hygiene, as well as an increase in the frequency and accuracy of handwashing in early childhood education settings. This study highlights the importance of creative learning methods in fostering clean and healthy living behaviours among young children, while also providing recommendations for other early childhood education institutions in efforts to prevent disease through the effective implementation of handwashing with soap habits.

Keywords: handwashing with soap, the seven steps song, early childhood, healthy living habits, early childhood education, disease prevention

ANALYSIS OF SELF DETERMINATION LEARNING ELEMENTARY SCHOOL STUDENTS IN INDONESIA

Author

Arum Setiowati[1], Budi Astuti [2], Suwarjo[3], Iis Lathifah Nuryanto [4]

Email

arumsetiowati.2019@student.uny.ac.id

Abstract

Self-determined learning aims to create a learning environment so that students they have self-control, learning competence and feel connected to the closest learning environment. This study aims to analyze the self determined learning (SDL) of elementary school students in Indonesia. This study uses a quantitative descriptive approach with a survey method that describes a phenomenon in a particular area. The number of samples used was 191 elementary schools in Indonesia. The instrument used was a open type questionnaire. The analysis used is quantitative descriptive analysis (descriptive statistics). The results of the study showed that in general the SDL ability of elementary school students is in the moderate category. However In the description of each indicator, it was found that students are still highly dependent on external motivation and students' self-autonomy abilities are still low. Therefore, it need efforts are needed from teachers, parents, and students to be able to improve SDL in the learning process through the implementation of a tiered system support learning model according to student needs with elementary school conditions.

Keywords: Elementary school students, Self determined learning

THE IMPORTANCE OF DISASTER MITIGATION EDUCATION FOR EARLY

Author

Elsa Octaviana[1], Windi Wulandari Iman Utama[2]

Email

octavianaelsa27@gmail.com, windi@upy.ac.id

Abstract

Early childhood is a group that is vulnerable to being affected by disasters because of their physical limitations and understanding of disaster mitigation. Therefore, it is necessary to provide disaster mitigation education from an early age to build their awareness and preparedness in facing disasters. The aim of this research is to explore the importance of disaster mitigation education for early childhood to increase awareness and preparedness in facing disasters by utilizing interactive and fun methods. The methodology used in this research is literature analysis. The data analyzed comes from other relevant scientific articles in the literature which discuss the importance of disaster mitigation education for early childhood: building awareness from an early age. The results of the literature review show that effective disaster mitigation education can help build awareness, preparedness and resilience of young children to disasters. To achieve this goal, disaster mitigation education needs to be included in the early childhood education curriculum by involving teachers, parents and the community.

Keywords: disaster mitigation, early childhood, preparedness, education

ENGLISH EDUCATION CONCENTRATION OF TOURISM AS SUPPORTING TOURISM IN THE SPECIAL REGION OF YOGYAKARTA: SUPPORT AND BARRIER

Author

Andi Dian Rahmawan[1], Pramugara Roby Yana[2]

Email

andi@upy.ac.id , pramugara@upy.ac.id

Abstract

Various strategic management implementations are carried out by universities in their efforts to adopt the independent campus independent learning program. In essence, the purpose of this program is to prepare the next generation to the best of their abilities. This goal can be achieved if the young generation is honed with skills and supported by experience entering the world of work in preparation for their careers. For this reason, the development of teaching materials in the form of modules, learning media, information systems, and lecture support software so that the curriculum is carried out by universities in order to align the implementation of education with the ministry's program criteria (1-3).

One of the study programs that has the opportunity for development is English language education (PBI) at PGRI University Yogyakarta. To date, there are several graduate profiles, including: edu-technopreneur, translator and English teacher for primary to upper secondary education. Looking at the characteristics of student input and the results of tracking alumni workplaces, it was found that a number of students and graduates had careers in the tourism sector as tour guides. Furthermore, the PBI study program also has permanent lecturers with additional professional certification as tour guides. This field research seeks to provide input to universities and the government that Tourism deserves to be one of the graduate profiles in the English Language Education Study Program which is widely developing in this country. Literature studies, interviews, study tracking results will provide a real contribution for policy makers to increasingly strive to enrich the repertoire and skills of graduates of English education study programs in the tourism sector.

Keywords: Tourism, Study Tracking, basic skills, alumni

CRITICAL THINKING ENHANCEMENT IN THE SCIENCE LITERACY WITH GENERATIVE AI

Author

Agustiena Kusumaningtyas Heryadi Putri[1], Ghanis Putra Widhanarto[2], Titi Prihatin[3], Dwi Yuwono Puji Sugiharto[4], Seftia Kusumawardani[5], Enggal Kuria Putri Ariwati[6]

Email

agustienahrydp@students.unnes.ac.id

Abstract

Provides a Critical Thinking skill in Education through the use of Generative AI among students: scientific education focus of this study. The rising trend has been informed by the fact that students are expected to critically and creatively reason as some scientific concepts are becoming more complex than before which can help to evolve the growing need of these students. Since Generative AI can communicate and give human-like responses, it makes learning more engaging and provides a solution. This study uses descriptive and inferential statistics to analyze critical thinking scores using pretest and posttest of students, exposed to science teaching using Generative AI. The study has involved 60 of pupils, while a standardized assessment has been done to measure the level of critical thinking abilities of the subjects. The study's results are anticipated to contribute develop understanding on Respond a specific issue Generative AI Enhancement in critical thinking skills regarding economy science education The findings of this study will incorporate the integration of Generative AI, addressing instructional methods and materials supporting enhanced learning achievement in science across learners.Through examining the use of Generative AI, this study adds to the processes of change and enhancement in the field of science education.

Keywords: Generative AI, science education, critical thinking skills, innovative teaching methods, interactive learning

DIAGNOSTIC ASSESSMENT IN DETERMINING INDONESIAN LANGUAGE LEARNING STRATEGIES

Author

Nawang Wulan[1], Aulia Rachma Kusumawardani[2], Nudiyalista Khusna[3]
Universitas Negeri Malang[123]

Email

nawang.wulan.2302118@students.um.ac.id[1],
aulia.rachma.2302118@students.um.ac.id[2]
nudiyalista.khusna.2331317@students.um.ac.id[3]

Abstract

The purpose of this literature review is to discuss the use of diagnostic assessments in determining Indonesian language learning strategies. The data and information used are taken from original sources, including various sources of books and scientific journals on google scholar. The research stages of the literature review are divided into six, namely 1) Developing research questions, 2) reviewing literature sources, 3) determining literature that matches the study topic, 4) analyzing the content of the literature, 5) compiling literature review articles, and 6) publishing literature review articles. The results show that diagnostic assessment can be used to determine learning strategies. Diagnostic assessment is a series of instruments prepared to measure a person's ability and can be carried out before learning activities take place. The implementation of diagnostic assessment aims to measure the level of student readiness in Indonesian language learning. In addition, diagnostic assessments can also help teachers in determining appropriate, effective and efficient learning strategies that can increase students' level of understanding of the topics discussed in Indonesian language learning.

Keywords: diagnostic assessment, learning strategies, Indonesian language learning

SYSTEMATIC REVIEW OF PROBLEM-BASED LEARNING (PBL) TO IMPROVE CREATIVE THINKING ABILITIES IN SCIENCE MATERIALS

Author

Widha Wijayanti[1], Harlita[2], Bowo Sugiharto[3]
Magister of Biology Education Department, Faculty of Teacher Training and Education, Universitas Sebelas Maret Surakarta

Email

widhawijayanti@student.uns.ac.id

Abstract

One of the important skills in the 21st century is creative thinking skills. The use of certain learning models can encourage creative thinking skills. The results of the study showed that the Problem Based Learning (PBL) learning model was able to encourage students' creative thinking skills. The purpose of this study was to review articles from indexed journals that explore how well the PBL model develops creative thinking skills in materials science. This paper discusses the purpose of describing research findings that have been published in reputable daily articles in the last 5 years (2019-2024), while still considering the importance of creative thinking skills. The data in this study focuses on data related to problem-based learning models and creative thinking skills from various science materials. This study uses the Systematic Literature Review (SLR) method with PRISMA guidelines. A total of 125 journals were found by Google Scholar, Scopus, and Web of Science, but after analysis based on abstracts, keywords and discussions, 13 articles were finally selected. Based on the results of the journal review, it can be seen that the PBL model can foster creative thinking skills in science materials.

Keywords: Problem Based Learning (PBL), Creative Thinking Skills, Science Materials

DEVELOPMENT OF TEACHBOOKS WITH LOCAL CONTENT OF BANYUMASAN CULTURE BASED ON INDEPENDENT LEARNING FLOWS TO IMPROVE PRIMARY SCHOOL STUDENTS' CREATIVE THINKING ABILITIES

Author

Sri Widianti[1], Prio Wibowo[2]
[1,2] Universitas Muhammadiyah Purwokerto

Email

sriwidianti71@guru.sd.belajar.id[1], *priowibowo2024@gmail.com[2]*

Abstract

This research aims to develop a Banyumasan Culture local content textbook based on the Independent Learning Flow to improve elementary school students' creative thinking abilities. This research uses the Borg & Gall model research and development (R&D) method which includes ten steps: (1) Identifying potential and problems, (2) Collecting data, (3) Designing the product, (4) Validating the design, (5) Revising the design , (6) Conduct product trials, (7) Revise the product, (8) Conduct usage trials, (9) Revise the product again, and (10) Produce the final product on a larger scale. Local content textbooks about Banyumasan culture which were designed with an active, contextual and student-centred learning approach have been declared valid and suitable for use as teaching materials in class V elementary schools. The application of Banyumasan regional culture content textbooks has proven to be effective in improving creative thinking skills. This is proven by the average score for the control class of 49.12 and the experimental class of 59.46. Furthermore, in calculating significance, the t count was 3.393. This value is compared with the t table value determined using $\alpha = 0.05$ and ddk = 116 to obtain a t table value = 1.980. Because the calculated t value (3.393) is greater than the t table value (1.980), the null hypothesis is rejected, this shows that there is a significant difference between the control group and the experimental group. The application of textbooks containing local Banyumasan culture has a significant effect on the independent learning process.

Keywords: Textbooks, Independent Learning Flow, Creative Thinking

EKSPLORASI RAGAM TARI PAJOGE-MAKKUNRAI BERBASIS VIRTUAL REALITY DALAM MENINGKATKAN KETERAMPILAN COMPLEX PROBLEM SOLVING PESERTA DIDIK

Author

Andi Nurannisa[1], Andi Muhammad Irfan Taufan Asfar[2], Andi Muhamad Iqbal Akbar Asfar[3], Yulita[4], Fani Wulandari[5], M Nasrul Asis[6]

Email

andinurannisa30@gmail.com[1], tauvanlewis00@gmail.com[2], andiifalasfar@gmail.com[3], yulitaaa030@gmail.com[4], faniwulandari2306@gmail.com[5], nazis4305@gmail.com[6]

Abstract

This study aims to explore the potential use of Virtual Reality (VR) technology in integrated mathematics learning with traditional Pajoge-Makkunrai dance varieties to improve complex problem solving skills in students. Pajoge-Makkunrai dance as one of the cultural heritages that is full of local values and complexity of movement, is chosen as a medium to train critical thinking and problem solving skills. The research method used is a quantitative approach with a quasi-experimental design of the non-equivalent control group design. Data collection was carried out through observation, interviews, and pretests and posttests of complex problem solving skills in students who took VR-based learning. The results of the study showed that the exploration of Pajoge-Makkunrai dance varieties based on VR in mathematics learning was able to create an immersive learning environment, increase motivation, and have a significant impact on improving students' complex problem solving skills. These findings are expected to be a reference in the development of innovative learning media that combine technology and culture to face the challenges of education in the digital era.

Keywords: Pajoge-Makkunrai, Virtual reality, Complex problem solving

THE IMPORTANCE OF IMPLEMENTING DISASTER EDUCATION IN EARLY CHILDHOOD EDUCATION: PREPARING CHILDREN TO FACE DISASTERS

Author

Suryawati Wulandari[1], Windi Wulandari Iman Utama[2]

Email

suryawatisurya25@gmail.com[1], windi@upy.ac.id[2]

Abstract

Indonesia, which is located on the "Pacific Ring of Fire", is very vulnerable to natural disasters such as earthquakes, volcanic eruptions and tsunamis. With more than 17,000 disasters recorded in the last five years, disaster education among young children is an urgent need. Through the Early Childhood Education (PAUD) curriculum which integrates a play-based approach, children can learn appropriate preparedness and response to disasters. This research uses qualitative methods with literature analysis from 15 articles which shows that disaster education can increase children's resilience, but challenges in resources and curriculum integration must be overcome to create a more resilient society.

Keywords: Disaster Education, Early Childhood, Preparedness

CHALLENGES AND STRATEGY: INTEGRATION DISASTER EDUCATION AT ELEMENTARY SCHOOLS IN DISASTER PRONE AREAS

Author

Zela Septikasari[1], Irvan Budhi Handaka[2], Ningrum Perwitasari[3]

Email

zela@upy.ac.id

Abstract

This research was conducted to analyze challenge and strategy of integration disaster education in elementary schools located in disaster-prone areas. This research is a qualitative research using descriptive design. This research used interview instrument in data collection. The respondents were 23 elementary school teachers in Sleman Regency, Special Region of Yogyakarta. The study found several challenges in integrating disaster education. These include the absence of disaster media that supports such integration, limited knowledge and skills of teachers, insufficient learning time, inadequate facilities and infrastructure, and constrained school budgets. The study also proposed strategies to address these challenges. These strategies involve creating disaster integration learning media, conducting regular disaster training and simulations in schools, enhancing the role of education offices, improving supporting facilities and infrastructure, incorporating disaster education into the compulsory curriculum, fostering collaboration between schools and relevant organizations such as the Education Office, Regional Disaster Management Agency (BPBD), Taruna Siaga Bencana (TAGANA), and Villages, establishing sister schools, and promoting early disaster awareness among students. Implementing these strategies can help overcome the challenges and enhance the integration of disaster education in schools.

Keywords: Challenges, Strategy, Disaster Education, Elementary School, Disaster Prone Area

EFEKTIVITAS PEMBELAJARAN BERBASIS PROYEK TERHADAP PRESTASI BELAJAR SISWA MATERI RANGKAIAN LISTRIK

Author

Yonni Prasetya

Email

yonniprasetya1996@gmail.com

Abstract

This research aims to determine the effectiveness of project-based learning on students' learning achievement in class 6 electrical circuits at Lempuyangwangi State Elementary School, Yogyakarta City. This research uses a quasi-experimental type of research non-equivalent control group design. This research was carried out by giving treatment to the experimental class and comparing it with the control class. The population was taken from all class VI students totaling 88 students. Samples were taken using random sampling. The data collection method uses the test method. Research data analysis method using t-test. The test results of the difference in average post-test scores show that the average post-test score for the experimental class is better than the control class (thitung > ttabel). Apart from that, the average final score of experimental class students was 88,55 higher than that of the control class with learning completeness reaching 100%. In the control class the average final score was 82,48 with learning completeness of 75,86%. The results of the N-Gain test show that there was an increase between before being given treatment (pre-test) and after being given treatment (post-test), namely classes that used project-based learning had an average increase of 65% in the quite effective category. Meanwhile, in classes that use conventional learning, the average increase is 50% in the less effective category. Based on these results, it can be concluded that project-based learning effectively improves student learning achievement regarding electrical circuits.

Keywords: project based learning, learning achievement, elementary science

THE USE OF CHATGPT IN HISTORY EDUCATION: IMPLEMENTATION IN THE MERDEKA CURRICULUM IN INDONESIA

Author

Gian Fajar Gemilang[1], Leli Yulifar[2]

Email

gemilanggianfajar@upi.edu[1], leli_yulifar@upi.edu[2]

Abstract

ChatGPT as an artificial intelligence technology offers significant potential in supporting student learning autonomy, particularly within the implementation of the Merdeka Curriculum in Indonesia. In 21st-century history education, technology-enhanced collaborative approaches are becoming increasingly essential. Using descriptive qualitative methods and literature study, this article explores ChatGPT's role in aiding students to enhancing critical thinking skills and facilitating independent learning. The results found that for teachers this technology marks a turning point in learning autonomy, characterized by the ease of designing adaptive and personalized learning experiences. However, challenges such as the potential for over-reliance on technology, AI biases, and limitations in historical interpretation arise and present new issues. Therefore, the development of digital literacy and its implications for the future of history education must be continuously evaluated.

Keywords: ChatGPT, History Education, Kurikulum Merdeka, Learning Autonomy, Digital Literacy.

GENERATION ALPHA IN ELEMENTARY SCHOOL: CHALLENGES IN DIGITAL LITERACY

Author

Muhammad Arief Nugraha,

Email

areefalbarri@gmail.com

Abstract

This crucial research aims to raise a topic that is often attached to the alpha generation related to the ability to apply and master technology and provide reasons to researchers that the alpha generation experiences assumptions that are too beyond expectations, researchers try to explore what has not been widely discussed that the statement that the alpha generation masters digital may not be fully comparable to the reality of their abilities, especially in digital literacy. Generation Alpha is accustomed to digital devices, but their digital literacy skills in elementary school still face many challenges because digital literacy does not only involve the ability to access technology, but also the ability to think critically, understand information, and use it wisely. This study aims to explore the digital literacy skills of Generation Alpha children in elementary schools, as well as the factors that influence them. This study uses a literature review method by collecting and analyzing relevant literature related to digital literacy among elementary school children. The literature reviewed includes academic journals, research articles, and empirical reports. The research findings show that although Generation Alpha children are very adept at using digital devices for entertainment, they do not yet have sufficient digital literacy skills for academic purposes. Factors that influence the low level of digital literacy include the lack of integration of digital literacy in the elementary school curriculum and the minimal active role of parents and teachers in assisting the use of technoloThe recommendations of this study include improving the elementary school curriculum that focuses on digital literacy, training for teachers to improve their competence in teaching digital literacy, and increasing parental involvement in guiding children to use technology wisely. Close collaboration between schools and parents is needed to equip Generation Alpha with strong digital literacy skills, preparing them to face future challenges in an increasingly digitalized world. Digital literacy should be seen as a basic skill that is as important as reading, writing, and arithmetic.

Keywords: Generation Alpha, digital literacy, elementary school

HOW DO EDUCATORS DEAL WITH THE BARRIERS IN TEACHING READING?

Author

Riza Merlinda, Masduki, Muhammad Fahrudin Arbai, Bidayatul Mujtahidah Hasnak,Fatimatul Latifah

Email

rizamerlinda@webmail.umm.ac.id

Abstract

Reading is an essential ability that is fundamental to achieving academic achievement and personal development. However, numerous readers encounter difficulties comprehending texts, particularly in identifying main ideas, enhancing their vocabulary, and comprehending detailed information. It is essential to tackle these challenges in order to improve reading skills and establish successful learning and communication. This study explores the barriers and proposes evidence-based solutions in teaching reading. This research applied a qualitative method, specifically a descriptive, and the data analysis employed by Miles et al., (2014). The participants were some English teachers in Indonesia. Furthermore, the researcher used documents and interviews to gather the data. The research found some challenges. They are that students have problems identifying the text structure, lack vocabulary, and comprehension of expository texts. Also, the teachers teach reading traditionally, and they teach large classes. Therefore, the solutions to solve those problems are raising text structure awareness for students, applicating readers theatre, using Ipad and repeated reading, applying metacognitive strategy, grouping students, and using questioning. Teachers have employed additional methods like drill and practice, picture matching, and the Semantic Feature Analysis (SFA) Strategy to improve vocabulary and reading comprehension among students. The results highlighted that the successful implementation of these strategies can greatly improve students' reading comprehension and vocabulary proficiency. It can be a reference for educators to implement in their teaching reading.

Keywords: challenges, reading, teaching reading, solution.

LANGUAGE DISORDER OF DYSGRAPHIA ON ORTOGRAPHY AND GRAPHOLOGY PERSPECTIVE (CASE STUDY OF A STUDENT IN SOUTH TANGERANG)

Author

Rai Bagus Triadi, Keni Pradianti

Email

molikejora12@gmail.com

Abstract

This research is motivated by the condition of individual who experience writing disorders. At the age of 20, an individual should have good writing skills and the handwriting is readable.In contrary, a second-year student apparently has bad writing skill. According to his writings,many letters are missing and the letter shapes are not appropriate. Based on this background,this study was conducted to examine the phenomenon of dysgraphia in adulthood. This study focuses on identifying the characteristics of the handwriting on people with dysgraphia. In addition, the writing is examined using a graphology approach in order to obtain more measurable results to see the psychological aspects and behavioral patterns in his communication skill. This study uses a qualitative research method with a case study approach. The object of this study is the handwriting of an individual aged 20 years who is suspected of having dysgraphia. The result shows several findings, namely: 1) the form of writing is difficult to read, 2) there are missing letters, 3) there are additions of letters, 4)irregular spacing between letters, and 5) mixed letters. Based on the results of the graphology analysis, several traits are also found, such as: 1). the presence of irregularities in the baseline which indicates confusion, 2). Slant extremely to the left that indicates his low interpersonal relationship ability; 3) the letter "a" which extremely tend to the left side and small circles, this indicates his low verbal ability, and 5). Thickening strokes in his several writings' specimens which indicates a tendency to engage in excessive physical activity as acoping mechanism for anxiety. Data triangulation in this study was also carried out through interview in order to see his behavior in communicating on daily basis. The findings show that he has the tendency to be hasty in conveying ideas, unsystematic arrangement of speech, and tendency to change topics of conversation quickly so that the content in his utterances were unclear. Thus, it can be concluded that there is a correlation between writing disorders and communication skill.

Keywords: Writings difficulty, dysgraphia, graphology, orthography

CRITICAL SUCCESS FACTORS OF BLENDED LEARNING IN SMK ISLAM 1 BLITAR: A DESCRIPTIVE QUALITATIVE STUDY

Author

Khofifah Nurlestari, Sri Hartiningsih

Email

khofifah1203@gmail.com

Abstract

This research aims to find and explain the implementation of blended learning and its critical success factors in electrical Power Installation Engineering of the SMK Islam 1 Blitar. It also focuses on the subject of English for Specific Purposes. This present study is a descriptive qualitative study and applies Miles and Huberman's (2014) data analysis to uncover the observation and interview results. Two main things are found based on the findings: 1) Blended learning implementation in SMK Islam 1 Blitar has fulfilled the main components of the blended learning process. 2) Blended learning in SMK Islam 1 Blitar possesses all the critical success factors of blended learning. However, some suggestions for the school and future research will be discussed in the article.

Keywords: Blended Learning, Critical Success Factor, English for Specific Purposes.

VALUES AND SYMBOLIC MEANING OF OFFERINGS IN THE SEA ALMS TRADITION AT TELUK PENYU BEACH, CILACAP REGENCY LITERARY ANTHROPOLOGICAL STUDY

Author

Dwi Setiyawan, Hera Septriana

Email

dwisetiyawan16@gmail.com, heraseptriana90@gmail.com

Abstract

This research with literary anthropology study aims to describe the values and meanings of symbols in the traditional sea alms ceremony on the Teluk Penyu beach, Cilacap district, Central Java province, Indonesia. The Sea Alms activity is an annual activity held in the month of Suro (Javanese calendar), which makes the tradition an expression of gratitude to God for the blessings obtained in the sea and the demand for continued safety in fishing at sea. The method used in this study is the qualitative descriptive analysis method. Data collection used in this study uses field research methods, interviews and observations as well as documentation. The sea alms tradition which is held once a year in the month of Suro (Javanese calendar) is considered to bring blessings to the coastal community of Teluk Penyu, Cilacap, Central Java, Indonesia because it is a manifestation of gratitude to God for the abundant sustenance obtained from the sea and praying to God to guarantee sustainable security for the coastal fishing community of Teluk Penyu. Cilacap. The values contained in the sea alms tradition are the values of (1) religion, (2) togetherness, (3) economy, (4) mutual cooperation, and (5) education. Then the important elements of various gifts in the sea alms tradition that have symbolic meanings function as a guide to life. The dissolution of the main offering in the sea alms is the buffalo head to leave behind the animal nature and the highest devotion to God who has given abundant sea produce to the fishermen along the coast of Teluk Penyu in Cilacap.

Keywords: Value, Symbolic Meaning, Sea Alms, Teluk Penyu Beach, Literary Anthropology

UNDERSTANDING OF SELF AND CONFIDENCE IN CAREER DECISIONS OF INDIVIDUALS AS SHAPED BY EDUCATION AND AGE

Author

Dwi Yuwono Puji Sugiharto, Ghanis Putra Widhanarto, Titi Prihatin, Seftia Kusumawardani

Email

dypsugiharto@mail.unnes.ac.id

Abstract

This is the first study exploring the simultaneous effect of education and age on self-awareness of talent and the degree of confidence in a career among the graduates. This study seeks to determine the influence of education and age on the self-awareness of aperson in terms of talent and having a career. This study chose a non-experimental design and used a quantitative survey. The respondents were twenty-four individuals from different metropolitan areas. Primary data was gathered through a self-administered questionnaire which was focused on education, age, self-awareness of their own talents and confidence in their career. The data obtained was evaluated using Multiple Regression Analysis. The outcome of the analysis indicates that both models that were tested are not significant. No independent variable showed statistical significance. Hence, it can be said that there is No. such evidence that age and education correlates with the two outcome variables. This study concludes that the revision and the implementation of this strategy require drawing up, taking into account individual-specific factors and new ways of career guidance for young people.

Keywords: education, age, self-awareness, talent, career decision, confidence

THE RELATIONSHIP BETWEEN EMOTIONAL INTELLIGENCE AND INTERPERSONAL INTELLIGENCE WITH PEER INTERACTION IN ELEMENTARY SCHOOL STUDENTS IN SILORENG WONOSOBO

Author

Siti Maisaroh, Nurriza Wahyu Febriyanti

Email

sitimaisaroh@upy.ac.id

Abstract

The ability to build relationships with others and the ability to build relationships are indications that someone has emotional intelligence and interpersonal intelligence. If someone has these abilities, they will be more successful in interacting with others. This study aims to determine the relationship between emotional intelligence and peer interaction and to determine the relationship between interpersonal intelligence and peer interaction. This research method uses a quantitative survey research type. Data collection techniques using questionnaires and documents. The population in this study were fifth grade students of SD Se Gugus Siloreng Wonosobo with a sample of 103 students. The instrument trial used validity and reliability tests. Data analysis used multiple correlation analysis. The results of this study indicate that there is a relationship between emotional intelligence and peer interaction as indicated by an r value of 0.038 with a sig value of 0.000. There is a relationship between interpersonal intelligence and peer interaction as indicated by an r value of 0.020 with a sig value of 0.000. While simultaneously there is a relationship between emotional intelligence and interpersonal intelligence with peer interaction as indicated by an R square value of 0.365 with a sig value of 0.000

Keywords: *intelligence, emotional, interpersonal, and peer interaction*

GROWTH MINDSET, PERSPECTIVE-TAKING, AND ACHIEVEMENT: THE MEDIATING ROLE OF MATH SELF-EFFICACY

Author

Ayub Budhi Anggoro[1], Nyan-Myau Lyau[2]

Email
*anggoroayub@unnes.ac.id

Abstract

This study aims to explore the relationship between growth mindset and perspective-taking with mathematics achievement among high school students. Additionally, this research investigates the mediating role of mathematics self-efficacy in this relationship. Secondary data analysis was conducted using the PISA 2022 database, with high school students from Indonesia as the subjects. The Structural Equation Modelling (SEM) method was employed to analyze the collected data. Statistical analysis results indicate that the proposed measurement model and research instruments demonstrate adequate validity and reliability. The study reveals that a growth mindset is positively and significantly related to mathematics achievement ($\beta=0.225$***), as is perspective-taking ($\beta=0.228$***). Moreover, the study confirms that mathematics self-efficacy mediates these relationships. Practical implications for high school education are discussed in this research.

Keywords: growth mindset, perspective-taking, math achievement, math self-efficacy, senior high school students, PISA

INTEGRATION OF GENERATIVE AI IN STEAM LEARNING IN ELEMENTARY SCHOOLS: A CASE STUDY OF THE BOROBUDUR AREA BOROBUDUR

Author

Ratna Pujiwati, Siti Maisaroh

Email

ratnapujiwati18@gmail.com

Abstract

Generative AI (Artificial Intelligence) integration refers to the application of artificial intelligence that is able to automatically create new content, such as text, images, videos, or music, based on patterns from existing data. Generative AI uses machine learning algorithms, specifically models such as GPT (Generative Pretrained Transformer), which are trained to understand and generate creative new information. This technology is widely applied in various sectors, ranging from the creative industry, education, to business, because it is able to increase efficiency, creativity, and service personalization. One of the key advantages of Generative AI integration is its ability to speed up the content production process. However, the integration of Generative AI also poses some challenges. One of them is concerns about ethical and security impacts, especially related to the misuse of this technology to produce false or deepfake information. This research offers novelty in the integration of Generative AI (Artificial Intelligence) technology into STEAM (Science, Technology, Engineering, Arts, and Mathematics)-based learning in elementary schools (SD). This approach has not been widely explored in Indonesia, especially at the level of basic education, which is more often focused on conventional methods. This study uses the literature review method to review and analyze previous research related to the integration of generative AI in STEAM learning, with a special focus on the cultural value and economic potential of the Borobudur area.

Keywords: *Generative AI, Artificial Intelligence, STEAM Learning, Cultural Values*

EFEKTIVITAS BIMBINGAN KELOMPOK TEKNIK SELF TALK UNTUK MENINGKATKAN SELF DETERMINATION LEARNING PADA SISWA SMP

Author

Arum Setiowati[1], Zakia Amelia Putri[2]

Email

arum@upy.ac.id, zakiaamelia07@gmail.com

Abstract

Penelitian ini bertujuan untuk mengetahui efektivitas bimbingan kelompok teknik self talk untuk meningkatkan self determination learning pada siswa sekolah menengah pertama. Penelitian ini menggunakan desain penelitiankuantitatif jenis eksperimen. Penelitian dilakukan di sekolah menengah pertama di Bantul Yogyakarta. MetodePengumpulan data dengan menggunakan angket SDL dengan melibatkan 33 siswa. Data penelitian dianalisis dengan SPSS (Statistical package for the social sciences) versi 20. Dan hasil penelitian ini membuktikan bahwa uji analisis uji t diperoleh nilai = -7.460 dengan nilai p value (sig. 2-tailed) = 0.001 < 0.05, sehingga layanan bimbingan kelompok teknik self talk efektif untuk meningkatkan self determination learning yang siswa.

Keywords: Bimbingan kelompok, Self talk, Self determination learning

MENGENALKAN HURUF VOKAL UNTUK ANAK USIA 2-4 TAHUN MENGGUNAKAN MEDIA SOFTBOOK DI KB BINTANG KECIL WIROBRAJAN YOGYAKARTA

Author

Siti Maryam Pontororeng

Email

sitimaryampontororing28@gmail.com

Abstract

Siti Maryam Pontororeng. Penelitian ini bertujuan untuk meningkatkan kemampuan mengenal huruf pada anak-anak usia 2-4 tahun dengan menggunakan media softbook atau buku kain sebagai media pembelajaran di KB Bintang Kecil Wirobrajan Yogyakarta. Kemampuan mengenal huruf yang ditingkatkan yaitu mengenal simbol huruf, dan mengenal bunyi huruf pada Kelompok Bermain usia 2-4 tahun. Penelitian ini merupakan penelitian tindak kelas yang terdiri dari 2 siklus yaitu siklus 1 dan siklus 2. Subjek dalam penelitian ini yaitu 9 anak yang berada dalam kelas KB Bintang Kecil dengan rentang usia 2-4 tahun. Objek dari penelitian ini adalah dengan tujuan untuk mengukur kemampuan anak dalam mengenal huruf. Data yang dikumpulkan menggunakan observasi, wawancara dan dokumentasi. Instrumen yang digunakan dalam penelitian ini adalah panduan observasi. Analisis data dilakukan dengan menggunakan statistik deskriptif, penyajian data statistik yaitu penyajian yang melalui tabel, grafik, diagram perhitungan presentase dan lain sebagainya. Hasil penelitian ini menunjukan bahwa kemampuan mengenal huruf dapat ditingkatkan menggunakan media softbook atau buku kain sebagai media pembelajaran, anak-anak mampu mengenali huruf vokal, mengenali bunyi huruf awal suatu gambar. Pada tahap Pra-siklus, kemampuan mengenal huruf rata-rata 10% namun pada siklus 1 angka rata-rata nilai mencapai 35,65%, kemudian pada siklus 2 terjadi peningkatan yang signifikan sehingga nilai rata-rata mencapai 65,65%. Perbaikan dari tahap pra-siklus menuju siklus 1 sebesar 25,65% dan peningkatan dari siklus 1 menuju siklus 2 mencapai nilai 35,65%..

Keywords: Kemampuan Mengenal Huruf, Media Softbook, Anak Usia Dini

(NO TITLE)

Author
Anik Indarwati

Email
anikindarwati80@guru.sd.belajar.id

Abstract

The purpose of the study was to compare the effectiveness of inquiry and verification experimental methods in science learning. Quasi experiment with pretest- posttest design is the type of this research. The population consisted of all grade V elementary schools in the Arga cluster totaling 229. The research samples were 26 students of grade V SDN 2 Sokawera and 26 students of grade V SDN 1 Sokawera. Learning outcomes were obtained using tests, namely pretest and posttest. Hypothesis testing using Paired Sample T-Test with SPSS 26, shows 1) there are differences in learning outcomes obtained by experimental group I using inquiry experiments and experimental group II using verification experiments.

The average posttest value of experimental group I was 75.00 while experimental group II was 66.15, 2) The results of hypothesis testing using paired sample t-test, two tailed sig value is 0.000 <0.05, this indicates that H0 is rejected and Ha is accepted. The indication is that the science learningof the inquiry approach experimental class is more effective than the verification approachexperimental class learning

Keywords: -

PENERAPAN MODEL PEMBELAJARAN PROBLEM BASED LEARNING (PBL) UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA KELAS V DI SD NEGERI PRAWIROTAMAN

Author

R. Catur Setyo Wibowo

Email

catur.setyo89@gmail.com

Abstract

This research is classroom action research (PTK). PTK or classroom action research is research that is application (applied), limited, immediate, and the results are to improve and perfect the ongoing learning program. The research subjects were 12 students in class V of SD Negeri Prawirotaman for the 2023/2024 academic year. Data collection in this research was carried out using the method (1) observation, (2) test. The data obtained through the observation method is data about student learning activities. PTK is implemented in two cycles where in each cycle there are four actions that must be carried out, namely, planning (plan), action (action), observation (observation), and reflection (reflection). The results of research on learning activities show that researchers in determining the increase in student motivation can see from the initial conditions that the average student motivation is 52.98, indicating a low level of student motivation. After taking action using the Problem Based Learning (PBL) learning model in cycle I, the score was 78.97, indicating a high level. Student learning motivation increased by 27.93. Meanwhile, in cycle II, student learning motivation obtained a score of 87.50, indicating a high level.

Keywords: -

MENULIS DESKRIPSI MENGGUNAKAN MEDIA GAMBAR PADA PESERTA DIDIK SD NEGERI KOTAGEDE 3 YOGYAKARTA DI KELAS II SEMESTER II TAHUN PELAJARAN 2023/2024

Author

Nety Sulistyawaty[1], Dr. Muhardila Fauziah, M. Pd[2]

Email

netywaty82@guru.sd.belajar.id

Abstract

The aim of this research is to improve the learning process for writing descriptions and improve description writing skills using image media for class II students at SD Negeri Kotagede 3 Yogyakarta. This type of research is collaborative classroom action research. The research subjects were 30 grade II students at SD Negeri Kotagede 3 Yogyakarta. This research design used a spiral model developed by Mc Kemmis & Taggart. The data collection methods used in this research are: tests, observation, interviews, and documentation. The data analysis technique used in this research is qualitative descriptive statistics and quantitative descriptive statistics, namely by finding the average. The results of research using image media can improve the description writing skills of class II students at SD Negeri Kotagede 3 Yogyakarta. The increase in writing skills in the first cycle of students who completed their studies was 26 students and those who did not complete their studies amounted to 4 students with an average grade of 73. In the second cycle, all students who completed their studies increased with a total of 30 students with an average value of class average 79. Because the success indicator had met 100% of the target value, this research was stopped in cycle II.

Keywords: improving descriptive writing skills, image media, students

DEVELOPMENT OF MATHEMATICAL DISPOSITION SCALE ELEMENTARY SCHOOL STUDENTS

Author

Jemingun[1], H. Sujati [2]

Email

jemingunspd@gmail.com

Abstract

This study aims to develop an instrument in the form of a mathematical disposition scale for elementary school students. This is because the ability in learning mathematics not only focuses on the cognitive and psychomotor domains but also affective needs to be considered. Data were collected through the distribution of the scale to participants of fifth grade elementary school students in Kemantren Tegalrejo in the 2024/2025 school year. The subjects used in the study were 10 public elementary schools with 50 students. This research is a development research using Plomp's development model with five stages including initial investigation, design, realization, test, evaluation and revision, and implementation. The mathematical disposition scale was made in 30 statement items based on the development of 6 aspects. Content validation was carried out by validators. The results of data processing showed that 23 statements were valid while 7 statements were invalid. Reliability test obtained *Cronbach's Alpha* value of 0.868 with a high category. So, the results show that the mathematical disposition scale can be used according to existing characteristics.

Keywords: Mathematical Disposition, Elementary Students, Mathematical Disposition Scale

21ST CENTURY LEARNING: LEARNING HISTORY WITH AN INTERDISCIPLINARY APPROACH AT SMA MUTIARA BUNDA BANDUNG

Author

Ni Ketut Anggriani

Email

niketut1504anggriani@gmail.com

Abstract

This article generally discusses 21st century learning, especially learning history with an interdisciplinary approach. As we know that the rapid development of the times as well as increasingly sophisticated technology

requires a teacher to have qualified competence in order to keep up with the times. This can be done by continuing to innovate to bring innovative and creative learning in the classroom. Interdisciplinary learning is an educational approach that combines knowledge and methods from various fields of science to examine a topic. This approach aims to create a more holistic and connected learning experience. Using an interdisciplinary approach can make learning more interesting because it is connected to other subjects, so that the rental becomes more varied. This paper uses the naturalistic method, which is a research method conducted by observing research subjects in their natural environment without intervening or influencing the results. The place where the author conducted the observation was SMA Mutiara Bunda Bandung, which is one of the

private inclusive schools in Bandung. The author observes one of the creative history teachers who conducts learning by integrating history subjects with drama art lessons so that students are able to imagine and even act out and recreate scenes through drama of historical events. Through this activity, students are expected to have historical and critical thinking skills.

Keywords: history, interdisciplinary approach, 21st century learning

LEARNING HISTORY THROUGH THE NOVEL GADIS KRETEK BY RATIH KUMALA

Author

Ira Septiansi

Email

iraseptiansi@upi.edu

Abstract

This study examines the potential use of the novel Gadis Kretek by Ratih Kumala as a medium for learning history with a literary approach in the context of implementing the new policy of integrating literary works into the Indonesian national education curriculum in 2024. The novel offers a rich depiction of the historical context of the Dutch colonial period, the Japanese occupation, Indonesian independence, and the post-1965 period, especially in relation to the development of the kretek industry. Through content analysis, this research explores the correspondence between the representation of historical situations and events in the novel and existing historical facts. In addition, the historical and cultural values that can be learned from Gadis Kretek are also identified. The research findings show that the novel has a strong correlation with the historical record of the development of the kretek industry and the socio-political dynamics in Indonesia. The novel succeeds in presenting historical fragments in a compelling fictional package, and represents how the clove industry is closely intertwined with the nation's journey. From a pedagogical perspective, the use of historical novels such as Gadis Kretek has the potential to foster interest in learning history, develop historical empathy, literacy, critical thinking, and instill moral values in students. This research contributes to efforts to implement the curriculum by utilizing literary works as an innovative and meaningful medium for learning history.

Keywords: History; Literature: Novel

CHARACTERISTICS OF EMOTIONAL DEVELOPMENT

Author

Anita Pradiana

Email

Anitapradiana88@guru.sd.belajar.id

Abstract

Development It is important to know the emotions of elementary school students for the learning process which is implemented at school can go well. Emotional development is the process by which children learn to adapt to understand situations and emotions in interacting with the people around them, listening, observing and imitating what they see. So there is a need for information that examines the emotional development of elementary school students. The method used in this research is the literature review method, literature review is a research design used to collect data sources related to a topic. The purpose of writing this article is to examine the emotional development process of elementary school students. The results of this study are use as a reference for finding the characteristics of social development of elementary school students. Emotional development is a more complex condition where thoughts and feelings are characterized in the form of biological changes that arise as a result of individual behavior in the form of feelings, passions and uncontrolled mental conditions. The main characteristic of elementary school students' emotional development is characterized by students already understanding the rules and regulations in their environment.

Keywords: Emotions, Character, Development

TEACHER STRATEGIES FOR PROMOTING STUDENT'S INTERCULTURAL COMMUNICATION COMPETENCE: A CASE STUDY AT A SENIOR HIGH SCHOOL IN BANYUWANGI

Author
Dewi Naza Syafa Kamila

Email
kamilasyafa127@gmail.com

Abstract

This study aims to investigate teachers' strategies for promoting Intercultural Communication Competence (ICC) in a senior high school in Banyuwangi Regency. The study focuses on teachers' understanding of Intercultural Communication Competence (ICC), the teaching strategies used to foster this skill among students, and the challenges teachers face in implementing these strategies. This study used a case study design with a qualitative approach, where data were collected through classroom observations, semi-structured interviews, and document analysis. Data were analyzed using thematic analysis techniques to identify critical patterns and themes relevant to the research objectives. The study's findings indicate that teachers' understanding of Intercultural Communication Competence (ICC) plays a significant role in determining the effectiveness of teaching strategies. Despite challenges such as limited time and resources, some strategies have successfully fostered this competency, including integrating local and global cultural elements in teaching. These findings provide important implications for improving teaching approaches that focus on Intercultural Communication Competence (ICC) in the context of the Merdeka Curriculum.

Keywords: Intercultural Communication Competence, teaching strategies, senior high school, Merdeka Curriculum, teachers' challenges

ETHNOMATHEMATICS IN TRADITIONAL COUNTING SYSTEM OF JAVANESE SOCIETY

Author

Ulfah Riani

Email

ulfahriani89@gmail.com

Abstract

This study explores the calculation of compatibility in marriage partners, the search for auspicious times for marriage, and death anniversaries in Javanese society, integrating mathematical concepts with cultural practices. In calculating the compatibility of marriage partners, Javanese people use symbols of the birth month with simple mathematical operations, creating a deep mathematical dimension in determining the compatibility of life partners. The study highlights the continuity of cultural values that influence the Javanese approach to marriage partners, proving that although it may seem irrational from a modern perspective, such calculations are important in forming relationships that are considered in line with ancestral traditions. In calculating the time of marriage, ethnomathematic aspects appear in the use of the Javanese number system, the combination of weton, and mathematical considerations in choosing dates that are considered auspicious. Meanwhile, the calculation of death anniversaries reflects the complexity of Javanese society in using the Javanese calendar system and mathematical symbols to give meaning and significance to commemorative moments. This study deepens the understanding of the contribution of mathematics in shaping aspects of everyday life that are very personal and meaningful in the cultural and spiritual context of Javanese society.

Keywords: traditional counting, Javanese society

COMPUTATIONAL THINKING IN MATHEMATICS LITERACY EARLY CHILDHOOD EDUCATION: A SYSTEMATIC LITERATURE REVIEW

Author
Bung Qian Min[1], Romarzila Binti Omar[2]

Email
qianminbung@gmail.com[1], romarzila@fpm.upsi.edu.my[2]

Abstract

Computational Thinking (CT) has emerged as a critical component in early childhood education, particularly in enhancing mathematical literacy. The objective of this study is to analyse the impact of computational thinking on learning in mathematical literacy. This systematic literature review provides an analysis of recent studies on the integration of CT in early childhood education according to four main themes: integration and development, teachers' beliefs and practices, impact on mathematical and cognitive skills, and interdisciplinary approaches. The design of this study follows the PRISMA statement (Preferred Reporting Items for Systematic reviews and Meta-Analyses) and uses databases such as Scopus and Web of Science. A comprehensive search of electronic databases involved 38 studies on computational thinking published between 2019 and 2024 based on the predetermined themes. Data analysis is a themed analysis using MS Word 2020. The findings indicate that computational thinking enables students to analyse and solve problems using appropriate strategies and tools in mathematics. Students' performance, interest, or behaviour in learning also shows positive changes in learning computational thinking in mathematics. The analysed past studies can serve as references needed to design a good computational thinking learning model in future studies. The impact of this study is that computational thinking requires teachers' skills in systematically organizing thinking sequences through the principles of computational thinking, especially for the subject of mathematics. In conclusion, although the integration of CT in Early Childhood Education is progressing, continuous research and specialized training for teachers are essential to realise its benefits in the curriculum.

Keywords: computational thinking, systematic literature review, mathematical literacy, children, preschool

IMPLEMENTATION OF REALISTIC MATHEMATICS EDUCATION (RME) ON THE MATERIAL OF FRACTION FOR SECOND GRADE ELEMENTARY STUDENTS

Author
Nanang Setiadi

Email
n4n4n6std@yahoo.com

Abstract

Many students consider mathematics as a difficult subject. Mathematics is often considered a scary subject. Therefore, teachers must innovate with fun learning methods for students. The purpose of this study was to find out (1) the implementation of Realistic Mathematics Education (RME) for fraction in mathematics in grade 2 at SD Negeri 3 Kadipiro, (2) the impact of implementing Realistic Mathematics Education (RME) for fraction in mathematics in grade 2 in SD Negeri 3 Kadipiro, This is a qualitative research with a case study approach. This research was conducted at SD Negeri 3 Kadipiro Bantul. Data collection is done by interview, observation, and documentation to find out reflections on learning and teacher follow-up in mathematics learning activities. The results of this study are (1) the implementation of Realistic Mathematics Education (RME) for fraction in mathematics in grade 2 at SD Negeri 3 Kadipiro has been able to improve student achievement, (2) the implementation of RME has been able to make students actively involved in learning activities so that they are able to understand the learning material better.

Keywords: -

CODE SWITCHING AND CODE MIXING IN SOME LYRICS OF POPULAR JAVANESE POP SONG BY DENNY CAKNAN (SOCIOLINGUISTIC PERSPECTIVE)

Author

Muncar Tyas Palupi[1], Tri Ratna Herawati[2], Primasari Wahyuni[3], Fitri Jamilah[4]
Universitas PGRI Yogyakarta

Email

muncartyas@upy.ac.id

Abstract

This research aims to describe code switching and code mixing as well as describe the forms and forms of code switching and code mixing in several song lyrics created and popularized by Denny Caknan. This research is qualitative research using descriptive methods. The data in this research are sentences in seven Denny Caknan song lyric titles that contain code switching and code mixing. The data source in this research is a written data source in the form of song lyrics created and popularized by Denny Caknan. The method of providing data used in this research is the observation method and note-taking technique. The data analysis method used is the agih method. The data presentation method is informal. The results of this research found that there were 6 code switches, 10 code mixes in the form of words, phrases and clauses. There are 7 code mixtures in the form of words, 1 code mixture in the form of phrases, and 4 code mixtures in the form of clauses. The types of code mixing found were 7 incoming code mixing and 3 outgoing code mixing. Meanwhile, it was found that there were 5 code switches in the form of sentences and 1 code switch in the form of couplets. The type of code switching found is internal code switching.

Keywords: code switching, code mixing, song lyrics, sociolinguistics

COGNITIVE EDUCATION MODEL AS A REVITALIZATION OF CRITICAL THINKING SKILLS BASED ON THE LITERACY AND NUMERACY PROGRAM OF ELEMENTARY SCHOOL STUDENTS IN INDONESIA

Author

Agatha Windya Wahyu Kusuma
S2 Program Studi Pendidikan Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Yogyakarta

Email:
agathawindya2015@gmail.com

Abstract

Learning loss is felt after the pandemic as a dulling of elementary school students' critical thinking cognitive abilities. 70% of pre-adolescent students are below minimum competency in reading and mathematics. learning loss is equivalent to 6 months of study, while numeracy experiences learning loss equivalent to 5 months of study. Literacy and numeracy as educational programs act as a foundation for responsibility for carrying out repressive actions. The aim of this research is to formulate an alternative model for a literacy and numeracy program for elementary school students by contextualizing Bloom's taxonomy theory of cognitive aspects in critical thinking with Jean Piaget's theory of concrete operational stage cognitive development. This research method is a qualitative type of literature in order to collect, analyze and contextualize various relevant sources. The results of the research formulated an alternative model for literacy and numeracy programs for elementary school students, including providing digital literacy development, strengthening metacognitive skills, using active learning, and psychosocial support.

Keywords: Cognitive Education, Critical Thinking, Literacy and Numeracy

LISTENING TO A CASE OF A CHILD WITH SPECIAL NEEDS AT SINDUREJAN PUBLIC ELEMENTARY SCHOOL

Author

Maria Tri Kuntari

Email

kuntarimariatri@gmail.com

Abstract

The purpose of writing this article looking at the existence of ABK (Children with Special Needs) at the Sindurejan State Elementary School is to (1) describe or explain the existence of ABK and their friends in inclusive state elementary schools, (2) the activities of ABK in listening to teachers' discussions during classroom learning activities, (3) arrest of crew members with learning materials at inclusive schools. The process of listening to ABK learning in the classroom. The research method used uses qualitative research. The population in this study were ABK students who were in an inclusive state school, namely SD Negeri Sindurejan. The results showed that most normal children could accept the presence of ABK in the school environment. When carrying out their assignments, crew members are assisted in completing their assignments by other friends. The material provided by teachers to ABK has not been completely well received, especially for children who have special needs, namely autism. The class teacher doubles as a teacher accompanying children with special needs.

Keywords: Case Study, Children with Special Needs, Elementary School

SCHOOL SCOUT EXTRACURRICULARIES TO SUPPORT THE EXECUTIVE FUNCTIONS OF PRIMARY SCHOOL STUDENTS IN BIMA CITY

Author

Nasution[1], Alya Nurmaya[2], Agrippina Wiraningtyas[3], Ahyansyah[3]
[1,2,3] Nggusuwaru University, Bima City, Indonesia

Email

nasutionbkunswa@gmail.com, alyabinsyeikhabubakar@gmail.com, agriwiraningtyas@gmail.com, ahyansyah@unswa.ac.id

Corresponding Author:

nasutionbkunswa@gmail.com

Abstract

The Aim Of This Research Is To Examine The Role Of Extracurricular Activities In Supporting Students' Executive Functions. This Research Uses A Research Design In The Form Of A Qualitative Approach. The Method Used In This Research Is A Case Study. Meanwhile, Data Collection Was Carried Out Using Structured Questionnaires And Interviews. To Further Improve Students' Executive Function Abilities, An Extracurricular Activity Is Needed To Support Each Educational Institution. Through Extracurricular Activities Students Can Channel Their Talents, Interests And Potential, But Indirectly They Can Also Develop Students' Executive Functions By Participating In Extracurricular Activities Such As Scout Activities. The Results Achieved By Students After Participating In Scout Extracurricular Activities Are Closely Related To Executive Function Which Includes: (1) Focus; (2) Critical Thinking; (3) Discipline; (4) Structured; (5) Honest; (6) Thorough; (7) Strong Memory (8) Brave In Positive Things; (9) Polite; (10) Open The Mind; (11) Tolerance And Respect For The Rights Of Others; And (12) Have Sympathy And Empathy For Others.

Keywords: Executive Functions, Extracurricular, Scouts, Elementary School Students

ANALYSIS OF INCREASING STUDENTS' POTENTIAL IN CORRECTING MISTAKES THROUGH UNDERSTANDING THE RESTITUTION TRIANGLE TO CREATE A POSITIVE CULTURE AT SDN 05 KAMPUNG JAWA

Author

Susi Susanti[1], Ahmad Agung Yuwono Putro[2]
Mahasiswa S2 Universitas PGRI Yogyakarta[1], Dosen Universitas PGRI Yogyakarta[2]

Email

susisusanti58@guru.sd.belajar.id[1], agung@upy.ac.id[2]

Abstract

Education has a very important role, especially regarding character education. Discussion of character education is a widely discussed discourse in the world of education. Today's students have a very low sense of caring so that they cannot realize the mistakes they make. To understand this, the author conducted a study related to the Analysis of Increasing Student Potential in Recognizing Mistakes Through Understanding the Restitution Triangle to Realize Positive Discipline. The purpose of this study is to increase the potential of students to correct mistakes made by understanding the restitution triangle so that positive discipline is realized at SDN 05 Kampung Jawa. The Restitution Triangle is three steps that can be taken to help students correct mistakes made with the aim of returning the state of students to their original position and not making them humans who fail and are lost in mistakes so that they can behave positively. This research was conducted at SDN 05 Kampung Jawa, Solok City. The research method used is descriptive analytical qualitative with the subjects of the principal, teachers, and students of SDN 05 Kampung Jawa. Data collection uses observation, interview, and documentation instruments. The strategy of understanding the Restitution Triangle in habituating students in learning activities at school, is expected to be able to know the mistakes they make so that they are not repeated and teachers do not give inappropriate punishments. The application model is through habituation activities. Implementation of the application of the Restitution Triangle such as the habituation stage, development stage, and learning stage. The conclusion of this study is that

understanding the Restitution Triangle increases the potential of students in recognizing the mistakes they make so that a positive culture is realized at SDN 05 Kampung Jawa.

Keywords: increasing potential, restitution triangle, positive culture.

THE IMPACT OF TRADITIONAL GAME GOBAK SODOR ON IMPROVING SOCIAL SKILLS OF CHILDREN AGED 5-6 YEARS (ACTION RESEARCH AT PIUS BAKTI UTAMA GOMBONG KINDERGARTEN)

Author

Pindika Adesi Pundarika
University of PGRI Yogyakarta

Email

pindikaadesipundarika@gmail.com

Abstract

This study aims to determine the impact of the gobak sodor game on improving the social skills of children aged 5-6 years, to describe the impact of the gobak sodor game on improving the social skills of children aged 5-6 years and to explain the correlation between how to play the gobak sodor game and improving the social skills of children aged 5-6 years.

This study uses a qualitative descriptive method which is carried out to explain the impact of the traditional gobak sodor game on improving the social skills of children aged 5-6 years at Pius Bakti Utama Gombong Kindergarten in the 2023/2024 academic year. The subjects in this study were class B teachers, parents of class B students and class B students. In qualitative research using the Action Research model or action research, which is a type of research that is different from other traditional educational research because it is constructivist, situational, practical, systematic, cyclical and the data collection techniques are observation, interviews, and documentation.

Based on the results of the study, it can be concluded that the traditional game of gobak sodor has an impact on improving the social skills of children aged 5-6 years. It can be seen that in terms of cooperation, 10 children developed as expected, namely after finishing playing gobak sodor they had worked together with friends to tidy up the toys and 5 children developed very well, namely when they played gobak sodor they were compact both in setting strategies and carrying out the rules of the game gobak sodor. For social acceptance, 9 children developed according to expectations, namely when they were going to play gobak sodor they

greeted their friends to play together and when playing gobak sodor they interacted and communicated both when playing and when waiting for their turn to play gobak sodor and 6 children developed very well, namely after playing gobak sodor they invited their friends to play in a group even though they usually prefer to play with close friends only, they interacted and communicated with each other both when playing gobak sodor and when waiting for their turn to play gobak sodor and helped friends when playing gobak sodor because they had a little difficulty running so as not to be touched by the guard team. Then for empathy, 3 children began to develop, namely they began to know their friends' feelings when they were sad because their team lost playing gobak sodor, 5 children developed according to expectations, namely they began to often know their friends' feelings when they were sad because they lost playing gobak sodor and 7 children developed very well, namely often knowing their friends' feelings when there was a child who was sad because their team lost playing gobak sodor. Then for the correlation of how to play the gobak sodor game with the improvement of social skills of children aged 5-6 years, namely in order to have an impact on improving social skills, teachers must provide direction on the rules of the game and how to play to children so that it makes it easier for children when playing gobak sodor and provide direction for children to work together, empathize and social acceptance of friends.

Keywords: Traditional gobak sodor game, social skills of early childhood

THE EFFECTIVENESS OF LEARNING THROUGH IMPLEMENTATION OF PROJECT BASED LEARNING (PJBL): REVIEW OF STUDENT LEARNING OUTCOMES, SKILLS AND ATTITUDES

Author

Wahyuddin[1], Maharida[2], Jamila Rusdi[3]
Universitas Muhammadiyah Makassar[1,2], SMPN 4 Satap Sigeri[2]

Email

wahyu.umm@gmail.com[1], maharida@unismuh.ac.id[2],
jamilarusdi@gmail.com[2]

Abstract

Project Based Learning (PjBL) is a learning model with an inquiry approach that adopts student-centered learning. This research was apre-experimental quantitative research with a one group pretest-posttest design which aims to analyze the effectiveness of learning through the implementation of PjBL. This research involved a class of students at a Junior High School in South Sulawei Province. Data collection included: 1) the test consists of 5 essay questions with cognitive level C5; 2) an attitude assessment observation sheet that measures the attitude of mutual cooperation, critical reasoning, conscientiousness and responsibility; 3) skills assessment sheet that measures the ability to observe, ask questions, explore, process data and communicate; 4) project assessment sheet, measuring the project implementation stage, results stage, and presentation stage. The data analysis technique used descriptive analysis and inferential analysis using paired-sample t-test with Shapiro Wilk normality test requirements. The research results concluded that PJBL is effectively implemented to improve the quality of research processes and results. The effectiveness indicators are described as follows: 1) Learning outcomes after implementing PjBL reach the very high category, there is a significant difference between the Pre-test and post-test, the average student learning outcomes after implementing PjBL are higher than student learning outcomes before the action; 2) a series of learning activities carried out by students in PjBL such as observing skills, asking questions, exploring, processing data, and communicating are able to empower students' skills so that students' skills meet the very good

category; and 3) students' attitudes in the learning process which include mutual cooperation, critical reasoning, thoroughness and responsibility meet the very good category.

Keywords: Learning Effectiveness, Project Based Learning (PjBL), Learning Outcomes, Skills and Attitudes

CHARACTER BUILDING OF STUDENTS THROUGH HISTORY LEARNING IN THE INDEPENDENT CURRICULUM

Author

Aldi Cahya Maulidan
Pendidikan Sejarah, Fakultas Pendidikan Ilmu Pengetahuan Sosial, Universitas Pendidikan Indonesia

Corresponding Author

aldicahya58@upi.edu

Abstract

This research is based on character education is a vital aspect in the education system because it plays a role in shaping students' behaviour and moral attitudes. Given the many moral challenges faced by Indonesia's young generation today, character education has become a very important issue. This research applies a Qualitative approach with a Desk Study, given the need for theoretical analysis and the use of various sources of scientific literature. The desk research process consisted of four main steps: preparation of tools, preparation of a working bibliography, timing, and reading and note-taking activities. The research data sources included relevant literature such as books, journals and scientific articles on the topic. This study found that history learning in the Independent Curriculum has an important role in shaping students' character. With a more flexible, contextual, and learner-centred learning approach, the Independent Curriculum allows history to be more than just a lesson about the past. History becomes a means of learning moral, social, and national values that can shape critical attitudes, responsibility, and empathy. Learners are invited to understand various historical events from diverse perspectives, so that they can develop mutual respect, tolerance, and love for the country. The Independent Curriculum encourages teachers to integrate history learning with character development through interactive methods, such as discussions, case studies, and simulations. This method provides a more meaningful and relevant learning experience, so that students not only understand historical events, but also internalise the values contained in them.

Keywords: Character Education, History Learning, Independent Curriculum

PENINGKATAN KEMAMPUAN PEMECAHAN MASALAH BERBASIS MODEL SCIENTIFIC GROUP INQUIRY LEARNING DALAM PEMBELAJARAN PJOK MATERI GERAK DASAR LOKOMOTOR LOMPAT JAUH FASE B SD NEGERI BANTUL TIMUR

Author

Kartika Sari

Email

tikasari4600@gmail.com

Abstract

Penelitian ini bertujuan untuk meningkatkan kemampuan pemecahan masalah siswa melalui penerapan model Scientific Group Inquiry Learning (SGIL) secara sederhana dalam pembelajaran Pendidikan Jasmani, Olahraga, dan Kesehatan (PJOK) pada materi Gerak Dasar Lokomotor Lompat Jauh di SD Negeri Bantul Timur, Kabupaten Bantul. Responden berjumlah sebanyak 196 siswa. SGIL dipilih sebagai model pembelajaran karena mampu mendorong siswa untuk berpikir kritis, bekerja sama dalam kelompok, dan melakukan investigasi secara ilmiah dalam memecahkan masalah yang terkait dengan gerak dasar olahraga. Penelitian ini menggunakan metode tindakan kelas yang dilaksanakan dalam beberapa siklus, di mana setiap siklus meliputi tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Data dikumpulkan melalui observasi, tes kemampuan pemecahan masalah, dan wawancara. Hasil penelitian menunjukkan bahwa penerapan model SGIL secara signifikan dapat meningkatkan kemampuan pemecahan masalah siswa, terutama dalam memahami teknik gerak dasar lompat jauh, mengidentifikasi masalah saat melakukan gerakan, dan menemukan solusi yang tepat melalui diskusi kelompok. Dengan demikian, SGIL efektif digunakan sebagai model pembelajaran yang dapat meningkatkan kemampuan berpikir kritis dan kolaboratif siswa dalam pembelajaran PJOK, khususnya pada materi gerak dasar lompat jauh.

Keywords: Scientific Group Inquiry Learning, kemampuan pemecahan masalah, gerak dasar lokomotor lompat jauh, siswa SD

PRAMBANAN TEMPLE LEGEND: THE ROLE OF HISTORY EDUCATION IN UNDERSTANDING CULTURE AND NATIONAL IDENTITY

Author
Angling Indri Asmoro
Program Magister Pendidikan Dasar Universitas PGRI Yogyakarta

Email
anglingandri@gmail.com

Abstract

This article analyzes the history of Prambanan Temple from the perspective of historical criticism. The aim is to develop history education to foster awareness of national identity. The material object of this research is the history of Prambanan Temple, while the formal object or method used is the historical criticism approach, which involves analyzing the facts behind the construction of Prambanan Temple. Several pieces of data found about the history of the temple were critically analyzed through the lens of social systems and culture as a form of historical reconstruction. This reconstruction is necessary to explore the cultural values and national identity of the Nusantara. Based on the analysis, it can be concluded that, first: history education is an important foundation for fostering an awareness of Nusantara national identity among students. Second: the legend of Prambanan Temple needs to be restored to its original purpose, which is to instill Nusantara cultural values. Third: Prambanan Temple must be viewed through historical criticism, as it contains cultural values that form the foundation for the development of Indonesian national identity. Some national identities inherent in the Nusantara society include a community that upholds religiosity, competitiveness, and a society in constant process of development.

Keywords: Legend of Prambanan Temple, historical criticism, history education, culture, national identity.

THE EFFECT OF THE PRACTICE OF MOOCS ON THE TEACHER'S ADAPTABILITY

Author

Ghanis Putra Widhanarto[1], Titi Prihatin[2], Dwi Yuwono Puji Sugiharto[3], Seftia Kusumawardani[4], Enggal Kuria Putri Ariwati[5], Agustiena Kusumaningtyas Heryadi Putri[6]
[1,2,3,4,5,6] **Universitas Negeri Semarang, Indonesia**

Email

ghanisputra@mail.unnes.ac.id

Abstract

Research Background: The fast-paced development of technology has been creating online education options for a time now and one of them is the introduction of Massive Open Online Courses (MOOCs). It is of concern still how teachers manage to fit into such a platform. Literature is however thin on studies that explore the correlation between MOOCs and teacher's adaptable strategies, especially in terms of time content access and attributes of the learning outcome aspiring to be achieved in the final evaluation of them. So what did they do?

Aims: This study also aims to analyze the effect that MOOC access time has over teacher evaluation outcomes and whether there is variability in the average evaluation levels of teachers who have different MOOC access times.

Method: In this research, a quantitative design based on One Group Pre-test and Post-test was applied to assess the impact of MOOCs on teacher adaptability. With regards to the teacher participants, simple random sampling was applied and 1272 teachers were selected who had already used MOOCs. A questionnaire containing 30 items designed to evaluate the adaptability of teachers to MOOC, time access and assessment results before and after a MOOC training period, was collected. The Kruskal-Wallis test was used to perform the analysis of the data particularly to find out if there is a difference between the mean ranks of the pretest and posttest scores mainly of teacher adaptability, time access, and assessment perception respectively.

Result: 95% of the Teachers Evaluation Results with Different Access

Timings to MOOC's are Statistically Significant. In other words, the duration of access to MOOCs affected the evaluation results of the teachers using MOOC.

Implications of the Study: The findings from this study are valuable in the design and organisation of teacher training programs that target better teacher MOOC use adaptability. The knowledge generation implies that policy makers and educators should appreciate the fact that there is a need for taking the access time and the final evaluation results into consideration when carrying out MOOCs.

Keyword: MOOCs, Teacher, Training programs, Evaluation, Online Learning

ECOLOGICAL WISDOM IN THE PILGRIMAGE ACTIVITY BEFORE THE DREADLOCKS CUTTING CEREMONY IN DIENG HIGHLANDS

Author

Titi Setiyoningsih, Sumarwati, Andayani

Email

setiyoningsih.2812@staff.uns.ac.id

Abstract

The dreadlocks cutting ritual in the Dieng Highlands is a tradition deeply rooted in the local culture. Before the hair-cutting ceremony, there is a series of pilgrimage activities that indirectly demonstrate the ecological wisdom of the Dieng community. This activity is not only part of the cultural ritual but also carries meanings of nature conservation and respect for the environment. This article aims to explore how the pilgrimage reflects the ecological awareness of the Dieng community in maintaining environmental balance. Using an ethnographic approach, this study examines the local values integrated into the pilgrimage and its contribution to environmental conservation in the Dieng Highlands. This study employs a qualitative approach with ethnographic methods to explore the meaning of ecological wisdom in the pilgrimage activity before the dreadlocks cutting ceremony in the Dieng Highlands. Data were collected through participatory observation, in-depth interviews with traditional practitioners and community leaders, as well as visual documentation of the ritual activities. Data analysis was carried out descriptively by identifying key themes related to local wisdom and environmental conservation. The validity of the data was ensured through triangulation of sources, methods, and theories. This research was conducted during the series of dreadlocks cutting events to gain an in-depth understanding of how the pilgrimage activity contributes to environmental conservation and the maintenance of local ecological balance. The findings show that this tradition teaches the importance of a harmonious interaction between humans and nature, where the pilgrimage serves as a medium to strengthen the spiritual connection with the environment while supporting the sustainability of the local ecosystem.

Keywords: Ecological wisdom, pilgrimage, dreadlocks, Dieng, ethnography, environmental conservation.

MATHEMATICAL LITERACY AS A BRIDGE TO CONQUER 21ST CENTURY CHALLENGES

Author
Intan Nurlianti
Pendidikan Matematika, FPMIPA Universitas Pendidikan Indonesia

Email
inurlianti28@upi.edu

Abstract

In the era of globalization that is full of complex challenges, 21st century skills are important things that need to be mastered. Some 21st century skills are integrated into mathematical literacy, including critical thinking, creativity, research and inquiry, self-direction initiative and persistence, information use, system thinking, communication, and reflection. This study uses the library research method and aims to describe the importance of mathematical literacy skills for 21st century citizens.

Keywords: mathematical literacy, 21st century skill, 21st century challenges

LITERACY CULTURE INCREASES READING INTEREST IN STUDENTS OF SUMBERAGUNG STATE ELEMENTARY SCHOOL, PURWOREJO

Author

Vivie Hapsary Kusumawardanie[1], Ahmad Agung Yuwono[2]
Mahasiswa S2 Universitas PGRI Yogyakarta[1]
Dosen Universitas PGRI Yogyakarta[2]

Email

vivisari169@gmail.com[1], agung@upy.ac.id[2]

Abstract

Schools play a very important role in the learning development process. Many believe that school literacy cannot fully help improve students' literacy culture. The purpose of this research is to describe and analyze strategies for developing literacy culture, analyze models for implementing interest in reading, describe the implementation of literacy culture in improving student reading at Sumberagung Purworejo Public Elementary School. The research method used was descriptive analytical qualitative with the subject being principals, teachers and students at SD Negeri Sumberagung Purworejo. Data collection uses observation, interview and documentation instruments. The strategy for implementing literacy culture in learning local wisdom is that students are expected to be able to understand the content of the text and relate the content of the text to real life. Students are also accustomed to thinking at a higher level because they always predict at the beginning of learning and carry out evaluations at the end of learning by making conclusions about the culture that exists in Indonesia. The application model uses project-based learning, cooperative learning, and contextual learning. Implementation of literacy culture, such as the habituation stage, development stage and learning stage. The conclusion from this research is that literacy culture increases students' interest in reading at SD Negeri Sumberagung Purworejo.

Keywords: cultural literacy strategy, implementation of cultural literacy, cultural literacy model

DIFFERENCES IN NUMERACY LEARNING OUTCOMES USING PROBLEM BASED LEARNING AND INQUIRY LEARNING METHODS AT NGOTO ELEMENTARY SCHOOL

Author

Rodhiyati Fajriyah

Email

fajrismile2@gmail.com

Abstract

Numeracy ability is important for elementary school students. This study aims to determine the difference in the average score of learning outcomes in mathematics, especially in the volume material for fourth grade students at Ngoto Elementary School who are taught using the Problem Based Learning and Inquiry Learning methods. This research is a quasiexperimental. Class IV A as the control group uses the Inquiry Learning method and class IV B as the experimental group uses the Problem Based Learning method. The instrument used in this study was the results of a written test in the form of a description. The data analysis technique used in this research is descriptive statistics. The data obtained is written test scores in the form of a description of the volume. The results of the study showed that the group taught using the Problem Based Learning method had a higher average value of mathematics learning outcomes for volume material than the group taught the inquiry learning method. The experimental group has an average value of 78.75 while the control group is 77.5.

Keywords: Problem Based Learning, Inquiry Learning, Numeracy Ability

ANALYSIS OF THE MATHEMATICAL PROBLEM SOLVING ABILITY OF UPPER CLASS ELEMENTARY SCHOOL STUDENTS ON STICK DIAGRAM MATERIAL

Author

Anggoro Widiatmoko, S.Pd.

Email

anggoromoko7@gmail.com

Abstract

The ability to solve mathematical problems is one of the abilities that must be mastered by students in order to be able to solve problems that are often encountered in real life mathematically. Indicators of mathematical problem solving abilities include being able to understand problems, plan problem solving strategies, carry out strategies or procedures or problem solving, and check the correctness of the answers or results obtained. This study aims to determine the mathematical problem solving abilities of upper grade elementary school students in terms of initial mathematical ability (KAM). The method used in this research is descriptive. The research subjects were 24 class IV B students at SD Negeri 1 Padokan. The instrument used in this study was a test about the description of mathematical problem solving abilities of 5 questions. The analysis of the data used in this study is to group students based on the results of the Mid Semester Assessment (PTS) as the students' initial abilities. Students are divided into three groups, namely the upper KAM group, the middle KAM group and the lower KAM group. The results showed that students with high abilities fulfilled the three Polya indicators. Meanwhile, students with low abilities fulfill one Polya indicator.

Keywords: Early math ability, problem solving abilty

THE FUNCTION AND ROLE OF LOCAL LITERATURE BASED ON "LOCAL-WISDOM" IN THE DIGITAL SOCIETYERA

Author
Peng Zi Lin
Mahasiswa Doktoral Fakultas Seni dan Bahasa, Universitas Negeri Surabaya

Corresponding Author
peng.22021@mhs.unesa.ac.id

Abstract

The digital era is a priodization in the flow of globalization which is full of exposure to hybrid culture, which spreads widely through print and electronic media, primarily flows; (1) Mediascapes, and (2) Ideoscapes, in this condition literature is able to carry out its function as an agent of strengthening national culture. Certainly, not all literature can carry out this function, but only works of great literature, in this case local literature that contains local wisdom values. Particularly literary works that contain: (1) humanistic values, (2) ethical and moral values, (3) religious-sufistic-prophetic values, which reflect the close relationship between humans and God. These values are ultimately expected to carry out their function as a means of moral transfer (moral reasoning), as well as cultural agents that are able to manifest cultural values that grow and develop in the life of a nation, thus being able to become a distinguishing feature against foreign cultures. Finally, it is able to become a counter culture to the hybridity that comes swiftly in this digital era.

Keywords: Culture, Local Wisdom, Digital Era

ANALYSIS OF MULTIPLE INTELLIGENCE THEORY AND ITS IMPLICATIONS IN ISLAMIC EDUCATION

Author

Fahrurrozi[1], Agus Zaenul Fitri[2,] Ade Mandala[3]
UIN Sayyid Rahmatullah Tulungagung[1], UIN Sayyid Rahmatullah Tulungagung[2], UIN Maulana Malik Ibrahim Malang[3]

Email

fahrurrozisakiran@gmail.com[1], guszain@uinsatu.ac.id[2], adekmandala095@gmail.com[3]

Abstract

The theory of multiple intelligences put forward by Howard Gardner offers the view that human intelligence is not limited to logical and linguistic abilities alone, but includes various domains such as kinesthetic, musical, interpersonal, intrapersonal, naturalistic, existential and other intelligences. This research aims to analyze this theory in the context of Islamic education. Through a literature review method, this study explores how the concept of multiple intelligences can be integrated into the curriculum and pedagogy of Islamic education to develop the potential of each individual holistically. Findings suggest that approaches that accommodate different types of intelligence can enrich the learning process, increase student engagement, and help them achieve a deeper understanding of Islamic teachings. The implications of this research emphasize the importance of designing student-centered educational strategies, utilizing a variety of teaching methods, and creating inclusive and supportive learning environments. Thus, the application of the theory of multiple intelligences in Islamic education can support students' spiritual, intellectual, emotional and social development in a balanced and comprehensive manner.

Keywords: Multiple Intelligence, Islamic Education

BUILDING THE CHARACTER OF LOVE FOR THE COUNTRY THROUGH ENGKLEK GAME IN MATH LESSON

Author

Anastasia Yuniarti Wadhas Wulan[1], Sukadari[2]
[1,2]Basic Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Yogyakarta

Email

[1]wadhaswulan@gmail.com,[2]sukadariupy@gmail.com

Abstract

Traditional Indonesian culture has been affected by globalization trends that have an impact on its development. The rapid development of information causes a tendency to decrease aspects of culture. Indonesian culture which is synonymous with tolerance, mutual cooperation, and fairness has been replaced with individualistic, irresponsible, and selfish attitudes. So the act of preserving culture is important to do. Cultural preservation or better known as an attitude of love for the country is good if done in primary level education. Efforts to cultivate an attitude of love for the country can be done through learning activities. The learning activities carried out are associated with one particular subject. The subject in question is mathematics. The blending of culture with mathematics is called ethnomathematics. This study aims to explore ethnomathematics and the existence of the character of patriotism in the game of engklek which is applied in mathematics lessons. This type of research is descriptive qualitative conducted with a literature study approach. Data collection techniques were carried out through interviews, documentation, and observation. The results showed that there are objects in engklek that contain mathematics, namely integers, number operations including addition, subtraction, flat shapes, and probabilities related to the order of play. In the engklek game, it turns out that there are typical characters owned by the Indonesian people. These characters are gotong royong or cooperation, tolerance, and fairness. This research is important for teachers and students.

Keywords: engklek, ethnomathematics, character

THE RELATIONSHIP BETWEEN GAMIFICATION STRATEGIES IN TEACHER TRAINING AND PARTICIPANT BOREDOM

Author

Titi Prihatin[1], Ghanis Putra Widhanarto[2], Dwi Yuwono Puji Sugiharto[3], Seftia Kusumawardani[4]
[1,2,3,4]***Universitas Negeri Semarang, Indonesia***

Email

titiprihatin@mail.unnes.ac.id

Abstract

Background: Teacher training programs often face participant boredom, leading to a lack of engagement and motivation. Despite its importance, there is a significant gap in the literature on using gamification, game-based learning, and engagement strategies to enhance the learning experience and reduce boredom.

Aims: The purpose of this study is to investigate the relationship between gamification strategies in teacher training and the level of participant boredom. Specifically, this study aims to examine whether gamification can reduce participant boredom and improve the overall learning experience.

Method: This study will employ a quantitative non-experimental design, using random sampling to select participants from a teacher training program. A survey instrument will collect data on perceived enjoyment, boredom, and learning outcomes. The data will be analyzed using an independent sample t-test to compare the mean scores of participants who received gamification-based training and those who did not.

Result: The results of the analysis showed that there was a significant but relatively small difference between men and women in terms of performance and digital ability of content. Men tended to show slightly higher scores on both variables.

Implication: The findings of this study will inform the design and implementation of teacher training programs, providing insights into the effectiveness of gamification strategies in reducing participant boredom and improving the overall learning experience.

Keywords: gamification, game-based learning, engagement strategies, teacher training, participant boredom, learning experience, educational outcomes.

THE INFLUENCE OF WORD BANK (WOBA) BOOK MEDIA IN IMPROVING THE MASTERY OF ENGLISH VOCABULARY OF GRADE 1 STUDENTS OF UMP ELEMENTARY SCHOOL

Author

Nofra Ilwana

Email

nofra18ilwana@gmail.com

Abstract

This research was undermined by the minimum vocabulary mastered by students, and the lack of teachers in variating the learning media in English language teaching so the aim of this research is to untick the influence of the word bank (Woba) book media in improving the mastery of students vocabulary. This research uses a quantitative approach that is quasi-experimental. The data analysis technique uses descriptive statistical analysis and hypothetical testing with the t test using the help of the application SPSS 22.00 for windows. The data collection technique used is to test the hypothesis in this study, using the media Word bank (Woba) book in the first grade students. The results showed that the data were distributed normally as well as homogeneous. In the test hypotheses with independent sample-t-test sig values (2 tailed), 0,000<0,05. It can be concluded that the Word Bank (Woba) book media has been shown to be influential in improving the mastery of English vocabulary of the first grade students.

Key words: Media, Word Bank, Mastering Vocabulary, English

LEVERAGING FREE4TALK.COM IN PROVIDING SPEAKING PRACTICE FOR ENGLISH LEARNERS THROUGH SELF-DETERMINED LEARNING

Author

[1]Khusnul Harsul Lisan, [2]Adhan Kholis, [3] Ulul Azmi
[1][2][3]Universitas Nahdlatul Ulama Yogyakarta, Yogyakarta, Indonesia

Email

[1]khusnulharsul@unu-jogja.ac.id, [2]adhan@unu-jogja.ac.id, [3]luluk@unu-jogja.ac.id

Abstract

In today's increasingly digital landscape, technology has become more accessible, providing significant support to users, particularly English learners. This study is motivated by the issue of low English-speaking proficiency among students, attributed to limited exposure due to restricted learning duration and insufficient practice opportunities. Additionally, the need for self-directed and flexible learning methods has become increasingly crucial, particularly in this digital era. This research aims to explore the use of Free4talk.com platform as a device to enhance students' English proficiency through a self-determined learning. This research employs qualitative research through case study approach. This study will be carried out with collecting data, reducing data, displaying data and drawing the conclusion. The participants include the students from English Education study program under the Faculty of Education at Nahdlatul Ulama University Yogyakarta. Besides, some English teachers who use this platform to maintain and practice their English skills are also included to be the participants. Data collection will be gathered through interviews. The findings will illuminate the utilization of Free4talk.com by some students and teachers in improving and practicing their English language via interactive communications and flexible learning. Moreover, the platform fosters cross-cultural exchanges among the users from diverse countries.

Keywords: Free4talk.com, speaking, English learners, self-determined learning

IMPLEMENTATION OF ETHNOMATHEMATICS LEARNING BASED ON LOCAL CULTURE OF YOGYAKARTA PALACE BUILDING AS GEOMETRY LEARNING RESOURCES AT ELEMENTARY SCHOOL LEVEL

Author
Nindhiya Istikaningtyas
Prodi Magister Pendidikan Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Yogyakarta

Email
Nindhiyaistikaningtyas@gmail.com

Abstract

This study aims to implement and introduce cultural buildings that can be used as ethnomathematics learning media to students. This type of qualitative research uses exploratory methods. The purpose of this exploratory research is to explore the forms of buildings and artifacts in the Ngayogyakarta Palace which can be implemented in supporting the geometry learning process, especially in plane material. The steps used to achieve the objectives of this research are Introduction, Making Instruments, and Implementation. In the artifacts and buildings of the Yogyakarta Palace, there are many mathematical concepts, one of which is geometry. Learning mathematics that is approached with an ethnomathematics approach can improve student learning outcomes, especially in the subject of geometry at the elementary school level of grade 2 (two). Using native cultural objects makes students feel that their culture is valued. In addition, it is a way of learning mathematics that is more meaningful according to the cultural context. Utilizing indigenous cultural artifacts as one of the learning media has the potential to link culture and mathematics.

Keywords: ethnomathematics, geometry, mathematics learning

USING PBL AND GBL ASSISTED BY GENERATIVE AI TO IMPROVE ELEMENTARY STUDENTS' MATHEMATICS ABILITY IN MULTICULTURAL EDUCATION

Author
Enggal Kuria Putri Ariwati[1], Ghanis Putra Widhanarto[2], Titi Prihatin[3], Dwi Yuwono Puji Sugiharto[4], Seftia Kusumawardani[5], Agustiena Kusumaningtyas Heryadi Putri[6]
[1,2,3,4,5]***Universitas Negeri Semarang, Indonesia***

Email
enggalkuriaputri@students.unnes.ac.id

Abstract

Background: This study was conducted based on the need to improve the quality of mathematics learning in elementary schools by finding an effective learning model for enhancing students' mathematics ability.

Aim: This study aims to analyze the effectiveness of Problem Based Learning and Game Based Learning in increasing students' mathematics test scores.

Methods: The study used a meta-analysis approach. Data were obtained from 10 samples of Game Based Learning models and 10 samples of Problem Based Learning models from articles published from 2020-2024. Quantitative analysis was performed using chi-square tests to determine significant relationships between learning models and students' mathematics ability levels, thereby identifying the more effective learning model. Paired sample t-tests were also used to analyze differences before and after treatment. To ensure measurement instrument accuracy, validity and reliability tests were conducted using one sample Kolmogorov-Smirnov tests. This aimed to ensure the distribution of data used in the analysis conformed to the assumptions required for further statistical testing.

Results: The results showed that PBL was more effective than GBL, with PBL correlations of 0.600 and GBL of 0.459, indicating more significant increases in students' mathematics ability with the PBL model.

Implication: This study is expected to provide guidance for educators in

selecting a more effective learning model and to encourage utilization of generative AI technology in supporting learning processes, particularly in elementary schools.

Keywords: Problem-Based Learning, Game-Based Learning, Mathematical Ability, Learning Models

LEVELING UP LEARNING: INVESTIGATING THE EFFECT OF DIGITAL GAME-BASED LEARNING ON COGNITIVE LOAD AND STUDENT ENGAGEMENT AT ELEMENTARY SCHOOL

Author

Seftia Kusumawardani[1], Ghanis Putra Widhanarto[2], Titi Prihatin[3], Dwi Yuwono Puji Sugiharto[4], Enggal Kuria Putri Ariwati[5], Agustiena Kusumaningtyas Heryadi Putri[6]
Universitas Negeri Semarang, Indonesia

Email

seftiakusumawardani@students.unnes.ac.id

Abstract

Background: Digital game-based learning (DGBL) is an emerging pedagogical approach that integrates educational games into classroom teaching. It is gaining popularity in primary education due to the belief that games can increase student motivation and engagement in learning. However, previous research suggests that this learning has the potential to increase students' cognitive load. On the other hand, cognitive load or mental effort expenditure affects student participation and comprehension.

Aim: This study aims to identify the effect of digital game-based learning on cognitive load and engagement of elementary school students. Clarifying these relationships could guide effective implementation of games to support learning objectives.

Methods: A systematic search of academic databases was conducted to identify articles published between 2019-2024 that investigated the effects of DGBL on cognitive load and student engagement in primary schools. The process of selecting eligible studies for meta-analysis in this study used the PRISMA flow chart. Initially, 161 apparently relevant research articles were found based on a computerized search of published journal articles. Studies were screened based on predefined inclusion/exclusion criteria. Ultimately, 20 research articles were determined to have met the inclusion criteria and were thus included in the meta-analysis. Data on cognitive load and engagement were extracted and synthesized using meta-analysis

techniques.

Results: The study provides compelling evidence that digital game-based learning (DGBL) can significantly lower cognitive load and improve student engagement among elementary school students compared to traditional instructional methods.

Implication: The findings imply recommendations for improving technology-based learning models through guidelines for game design, content adaptation, and instructional strategies. It is expected to help educators maximize the benefits of DGBL in elementary classrooms.

Keyword: Digital game-based learning (DGBL), Cognitive Load, Student Engagement, Elementary School, Playful learning

BIBLIOMETRIC ANALYSIS OF TEACHING STYLE USING R PACKAGE

Author

Didik Rohmantoro[1], Dwi Muda Yulanto[2], Sapitri Januariyansah[3], Dwi Jatmoko[4], Bayu Gilang Purnomo[5], Efri Meldianto[6], Fahmi Zuhda Bachtiar[7]
[1]Universitas PGRI Yogyakarta, Universitas Negeri Yogyakarta.
[2]Universitas Negeri Medan
[3]Universitas Negeri Medan
[4]Universitas Muhammadiyah Purworejo
[5]Universitas PGRI Yogyakarta
[6]Universitas Sriwijaya
[7]Universitas Ivet

Email

didikrohmantoro@gmail.com

Abstract

This study presents a bibliometric analysis of teaching styles using the R package to explore trends, patterns, and key contributions in teaching styles. The analysis aims to identify influential authors, important works, and themes present in the academic literature on teaching styles. Data from major academic databases and conducted a comprehensive analysis, including co-citation networks, co-authorship, and co-occurrence of keywords were analyzed using bibliometric techniques. This research contributes to the understanding of teaching styles by mapping the scholarly research landscape and identifying critical gaps and future research directions. The use of the R package in this context demonstrates its usefulness in conducting robust and reproducible bibliometric analysis, offering a valuable tool for researchers in education and beyond.

Keywords: Teaching Style, Bibliometric Analysis, R Package.

INVESTIGATING LITERACY CULTURE MOVEMENT IN BAUBAU, SOUTHEAST SULAWESI

Author

Nety

Dayanu Ikhsanuddin University

Email

netyandris@gmail.com

Abstract

The rapid flow of information and technology in the education 4.0 era has had an impact on the development of various efforts and strategies to improve literacy culture in Indonesia included Baubau as one of the islands lies in Southeast Sulawesi Province. This article aimed to investigate literacy culture movement in Baubau. This research used a case study design involving literacy activists both individuals and groups. These literacy activists were members of a forum called Baubau Literacy Movement (GLB). The data in this research was taken through observation, interviews and document review. The results of the research showed that GLB has several routines activities in the issues of improving literacy culture in Baubau namely *Tula-Tula* Action or storytelling activities to students of Elementary Schools. Several reguler competitions such as English Debat and Story telling. In addition, GLB collaborated with local government through Mayor's policy to civil servants in their official trip to buy books and donate them to libraries in community, furthermore GLB will follow up by overseeing human resources through the development of more creative, innovative and fun literacy methods. Through various literacy movement programs initiated by GLB it will increase interest in literacy either for students or society especially in Baubau, Southeast Sulawesi.

Keywords: Investigate, literacy culture, movement.

THE EFFECT OF ARM, SHOULDER AND LEG EXERCISE ON THE SPEED OF ATHLETES SWIMMING 50 METRES BUTTERFLY STYLE

Author
Rea Restiuna Artiluhung

Email
artiluhung@gmail.com

Abstract

This study aims to determine the effect of arm power exercises, shoulder flexibility and leg power with a swimming speed of 50 meters butterfly style. This study used a correlational descriptive method involving swimming athletes from one of the clubs in Purwakarta. The results showed a positidf correlation of arm power, flexibility and limb power to the speed of 50 meters of butterfly force.

Keywords: Arms, Limbs, Shoulders, Butterfly Style, Swimming

REVIEW ARTICLE: DIFFERENTIATED LEARNING IN THE IMPLEMENTATION OF THE INDEPENDENT PRIMARY SCHOOL CURRICULUM

Author
Latifah Hanum

Email
hanum.puhua@gmail.com

Abstract

Differentiated instruction is one of the teaching strategies included in the Merdeka curriculum. When creating this program, each learner's needs and abilities are considered. This study clarifies the challenges of implementing differentiated learning in primary schools to implement the Merdeka Curriculum. Techniques for reviewing literature from various pertinent scientific journals are used in this study. First, textual sources such as books, publications, and periodicals are consulted to collect data for the study. Some sources of scientific papers used throughout 2022-2023 from sources that can be accounted for. Selected information is given, along with information about the research and articles used as references. The literature study's findings indicate four components to differentiated learning: learning environment, method, product, and content. Differentiated learning also aligns with the goals of the Merdeka curriculum. Nonetheless, challenges exist in the industry, such as teachers' inadequate ability to provide differentiated instruction..

Keywords: -

IMPROVING DEMOCRATIC ATTITUDES AND LEARNING ACHIEVEMENT THROUGH THE GROUP INVESTIGATION (GI) LEARNING MODEL THE MATERIAL APPRECIATES DIVERSITY IN THE ENVIRONMENT CLASS V SD NEGERI 2 PURWOKERTO KULON

Author
Indriani Dyah Saraswati
Program Studi Pendidikan Dasar, Program Pascasarjana, Muhammadiyah University Purwokerto

Email
indrianisaraswati32@guru.sd.belajar.id

Abstract

Abstract: This research aimed to improve the students' democratic behavior and learning achievement on theme about Appreciate Of The Diversty Of The Surrounding Environmen . Place through Group Investigation learning model. The subjects of this research were 22 fourth graders from Class . The instruments of this research were evaluation test, observation sheets of teacher's and students' activity, observation sheet and questionnaire of students' democratic behavior. The result of democratic behavior questionnaire in cycle I showed that the average score was 3.24 which belonged to good and improved to 3.42 in cycle II which belonged to very good. This improvement was also supported by the observation result of students' democratic behavior in cycle I whose average score was 57% which belonged to fair and improved to 81% in cycle II which belonged to very good. The average score of students' learning achievement in cycle I was 72.68 with 66% of completeness that belonged to good and improved to 79.69 with 81% of completeness that belonged to very good. It could be concluded that Group Investigation learning model was able to improve the students' democratic behavior and learning achievement in Class V of SD Negeri 2 Purwokerto Kulon.

Keywords: Democratic behavior, Learning Achievement, Group Investigation learning model

PARENTAL INCOME AND EDUCATION AS PREDICTORS OF PHYSICS EXAM SUCCESS: A NEURAL NETWORK AND RANDOM FOREST REGRESSION ANALYSIS

Author

Mutia Rosiana Nita Putri[1], Kertanah[2], Baiq Husnul Khotimah[3], Mugni Bustari[4], Muhammad Aminuddin[5]*

[1]Institut Studi Islam Sunan Doe, East Lombok, Indonesia*
mutiarnputri@gmail.com
[2] Universitas Hamzanwadi, East Lombok, Indonesia
[3] SMA Negeri 4 Praya, Central Lombok, Indonesia
[4] Sekolah Monte Sienna, Kepulauan Riau, Indonesia
[5] Institut Studi Islam Sunan Doe, East Lombok, Indonesia

Email

mutiarnputri@gmail.com

Abstract

This study examines the relationship between the socioeconomic status (SES) of tenth-grade students at SMA Negeri 4 Praya and their final physics exam scores for the 2022/2023 academic year. SES indicators include parents' income and education level, collected via qualitative questionnaires and quantitative assessment of physics exam scores. Random Forest Regression and Neural Network techniques were used for analysis. The results showed no significant relationship between SES and physics scores. For parents' education level, Neural Network Regression yielded a Mean Squared Error (MSE) of 323.78 and an R^2 score of -0.0129, while Random Forest Regression produced an MSE of 327.08 and an R^2 score of -0.0232. Similarly, for parents' income, Random Forest Regression resulted in an MSE of 327.08 and an R^2 score of -0.0232, and Neural Network Regression yielded an MSE of 323.78 and an R^2 score of -0.0129. These negative R^2 scores indicate that SES does not significantly impact physics exam scores, highlighting the complexity of factors influencing academic performance. This research suggests that other variables may play a more critical role in determining students' success in physics. This research underscores the need for a more comprehensive approach to understanding and supporting student achievement in education.

Keywords: socioeconomic status, physics exam scores, neural network, random forest regression, academic performance.

CHOOSING EMI SCHOOLS: A CASE STUDY OF SHIFTING LANGUAGE IDEOLOGY AMONG INDONESIAN PARENTS

Author

Anisa Frisca Maharan, Sebelas Maret University

Email

anisafriscamaharani@student.uns.ac.id

Abstract

The rise of English as a Medium of Instruction (EMI) schools is a notable trend in international education, driven by globalization and the need for English proficiency in non-native English-speaking countries. This study investigates the factors influencing Indonesian parents' choice of private EMI schools over public ones, focusing on career benefits, social demands, cultural hegemony, social and cultural capital, economic considerations, and parents' attitudes toward the English language. The shift in parental language ideology, valuing English for its global and economic advantages, plays a crucial role in this decision-making process. Despite the preference for EMI, there is tension between promoting English proficiency and preserving local languages and cultural heritage. This study highlights the complex interplay of these factors and suggests that future research should explore the long-term impacts of EMI on students' language development and cultural identity, as well as strategies for promoting linguistic diversity and equity in education.

Keywords: English Medium Instruction (EMI); parental choice; shifting language ideology; Indonesian parents.

CREATIVE HISTORY TEACHER: BUILDING AN INNOVATIVE AND ENJOYABLE LEARNING ATMOSPHERE

Author

Asri Yulianti[1]
Leli Yulifar[2]
[1]Students of the Master of History Education Program, Postgraduate School UPI
[2]Lecturer in the Master of History Education Program, Postgraduate School UPI

*Corresponding author
yuliantiasri13@upi.edu

Abstract

Creative teachers are teachers who always develop teaching materials, and create a fun learning atmosphere in the classroom. Can build students' motivation and enthusiasm for learning. Creativity in learning plays a very important role and therefore teachers must facilitate and demonstrate the creativity process. This paper aims to describe the profile of creative History teachers in creating a fun atmosphere in learning activities. The method used is a qualitative descriptive method. With the subject being teachers. The results of this paper state that teachers at the school are categorized as creative because in presenting teaching materials using technology, one of which is a laptop and freeing students to present, ask questions, and give opinions. So in the classroom, not only teachers explain the material, there are students who play an active role in the class, then teachers also give assignments with various student creations, both individually and in groups. The results of the study show that the teacher can create joyfull learning or create fun learning, and always be a teacher who always supports or provides motivation and praise for the results of student creativity.

Keywords: Creative History Teachers, Innovative Teachers, Fun Learning

NILAI-NILAI PENDIDIKAN KARAKTER DALAM KITAB RISALATUL MAHIIDL: ANALISIS TEORI SASTRA PROFETIK

Author

Rika Novita Kusumaningrum
Binarsa
Tomi Wahyu Septarianto
Yanuar Bagas Arwansyah

Email

rikanovitaupy@gmail.com

Abstract

Penelitian ini berobjek formal *Kitab Risalatul Mahiidl* (selanjutnya disingkat *KRM*) yang memiliki arti 'kitab risalah tentang haid'. Kitab ini dikenal akrab dan dikaji para santri terutama di daerah-daerah sepanjang Pantai Utara Jawa. Naskah ini ditulis oleh Kyai Haji Masruhan Ihsan seorang ulama fiqih dari Demak Jawa Tengah yang diterbitkan pertama kali pada tahun 1955 dan masih dipelajari sampai hari ini. Terdapat beberapa alasan yang melatarbelakangi pemilihan naskah tersebut untuk diteliti: (1) naskah ini familiar sebab menjadi kitab wajib untuk para santriwati karena berfungsi sebagai buku panduan para gadis pada tingkat sekolah dasar sampai dengan sekolah menengah di sekolah madrasah, (2) naskah ini berhuruf *pegon* dan berbahasa Jawa dialek Pantai Utara Jawa, (3) teks itu memiliki struktur naratif yang menarik untuk diteliti dengan diaplikasikan teori sastra profetik Kuntowijoyo. Metode penelitian yang digunakan adalah metode kualitatif dengan model fenomenologis. Jenis data yang diteliti adalah data literer yang dikutip dari *KRM* dengan teknik simak dan catat untuk teknik pencarian data yang digunakan.

Keywords: -