Learning Pantun through Character-Educated Smart Pantun Web by Utilizing Local Wisdom

Sati[1], Kuntoro[2]
[1]SDN Tambakreja 05 Cilacap Selatan
[2]Postgraduate Basic Education, Universitas Muhammadiyah Purwokerto

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ABSTRACT

The use of digital technology that is increasingly widespread in the world of education, spurred researchers to present the Pantun Learning Website presented in www.samrtpantun.com named "GET RID OF SAD WITH PANTUN". This research uses the R&D development model (Borg & Gall, 1983). The Borg and Gall development model has relatively long stages because there are 10 steps of implementation. This website is equipped with E-modules and interactive Quiz. The material about pantun is packaged in an e-module by utilizing local wisdom that contains character education. While the Quiz is a reflection of the material on the e-modules to measure the ability of students about the pantun material by looking at the scores displayed. The research subjects were fifth grade students in South Cilacap District. Data collection techniques in this study were observation and student response questionnaire. The results showed that students prefer to learn pantun through the web www.smartpantun.com. This is evidenced by the number of students who open the smartpantun website, and the learning outcomes of students on the quiz presented on average 87.27.

Corresponding Author:
Sati
Universitas Muhammadiyah Purwokerto
Jl KH Ahmad Dahlan, Banyumas 53182, Indonesia
Email: satiwidyanto@gmail.com

1. INTRODUCTION

Along with the times, education in Indonesia must continue to be improved, so that students are not crushed by the increasingly sophisticated advances in science and technology. Learners as users of technology must be able to utilize and develop all the sophistication in it. We as educators have been mandated by Law Number 14 of 2005 concerning Teachers and Lecturers (18). The pantun learning website is an innovative teaching material, which is equipped with an e-module in the form of lesson material, LKPD quiz, and interactive features. E-Modules come with interactive features that are in accordance with student needs and basic competencies. As explained by Muslimah & Kuntoro in the Journal of Language and Literature Learning volume 8, April 1, 2021: 4. The website that will be developed by researchers, is utilizing the Google platform with the Figma application. This researcher designed in advance by including character education and local wisdom, so that the face of science and technology that has been present so far is not merely an entertainment medium for students. This is in accordance with the opinion of Dr.H.Wakhudin, M.Pd. in the Article Character Education for Elementary School Students Towards the Industrial Revolution 4.0. (19).

Talking about character building, it is closely related to norms and morals. Students who are disciplined and religiously obedient can be sure that their behavior will be good. Good morals will be able to bring children

into a civilized person. As explained by Dr. Y. Suyitno, M.Pd. in his book Philosophical Foundations of Education, 2009: 79, (19).

Researchers develop all regional potential or local wisdom to be the main focus in developing teaching materials for writing rhymes into a website that contains e-modules containing character education. This is because children's character education is a process of forming a child's personality that will be used as a provision for life to grow up, and apply in community life. The local wisdom developed by researchers is all that exists in the environment of students, namely local wisdom in the city of Cilacap, Central Java. The condition of local wisdom researchers make as the cover and or content in pantun.

Based on the analysis of students' needs, observations and interviews with fifth grade teachers in South Cilacap District, many students experience difficulties when writing and are embarrassed to convey the results of their writing, especially the pantun material. This is in accordance with the research of Dessy Prastiti Setiarini1, Kuntoro2, Riptina Prawestri3, Upik Aimanah4 in Icones 2021, July 19. "Research conducted by Wardhani et al. (2021) concluded that talking aptitudes are abilities that bolster rudimentary school understudy communication. To create talking abilities, a jolt is required that can prepare the talking abilities of rudimentary school understudies."

2. RESEARCH METHODS

The method in this study uses the research and development method R & D (Research and Development). The research and development method (Research and Development) according to Sugiyono (2013: 297) is a research method used to produce a product.

The product that has been produced is then tested for effectiveness. Researchers develop products and improve products based on the stages of R&D research (15).

1. Research and Data Collection
2. Initial Product Development Planning
3. Initial Product Trial
4. Initial Product Refinement
5. Wider Field Trial
6. Product Refinement of Wider Field Test Results
7. Final Product Trial
8. Revision or Refinement of Final Product
9. Dissemination and Implementation
10. Product Multiplication

The research developed teaching materials in the form of a website with the address www.smartpantun.com which contains e-modules and Quiz. This research uses qualitative descriptive research. In Sugiyono's research method (2013) explains that qualitative research is a naturalistic research method where research is conducted in natural conditions, which emphasizes the real meaning with the researcher's own instrument (14).

Data collection is done by observation, interviews, and documentation. Observation is done by asking questions to respondents. Interviews were conducted during the research. While documentation comes from various sources, literature studies, previous research studies.

3. RESULT AND DISCUSSION

The research results from the data of students who open the application www.smartpantun.com show that through the smartpantun website, students are more enthusiastic about learning pantun material. This is evidenced by the utilization of the platform on google analytics https://analytics.google.com/analytics/web/provision/#/provision, to see how many people / students open the pantun web. Seen until the end of April 2023 as follows:
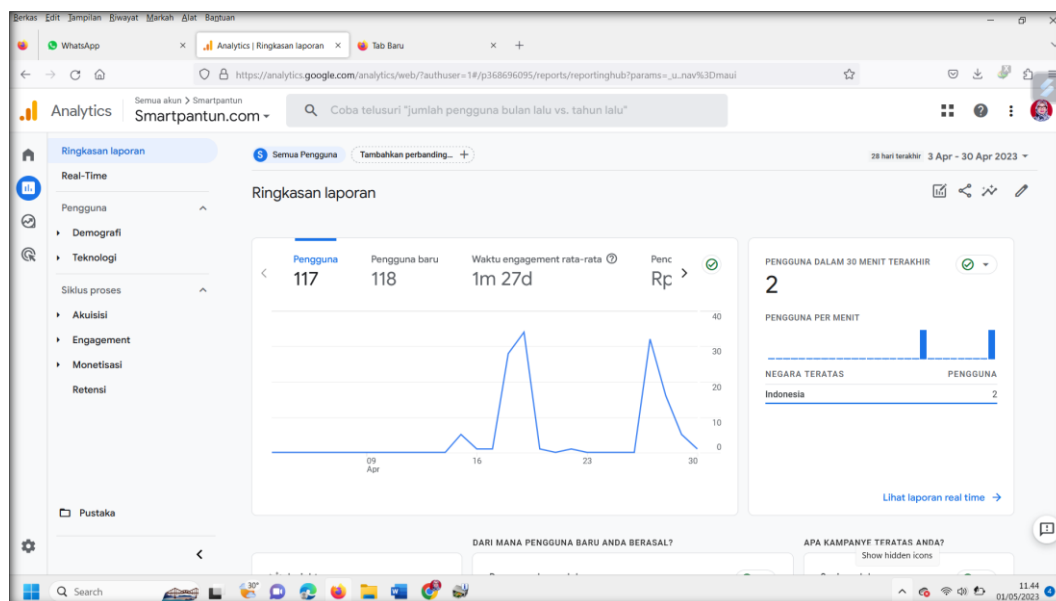
The success of students who work on quizzes on LKPD, can be found on the web with good results, namely an average of 87.27.

4. CONCLUSIONS

The conclusion of this research is that learning about pantun can be done independently by students by opening the pantun website. Learners can freely learn pantun by including local wisdom that exists as a cover in pantun, and making the content of pantun with sentences that are rich in character education.

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