

**DEVELOPMENT OF LEARNING MEDIA ON THE MATERIAL OF
PRACTICING PANCASILA VALUES IN THE FORM OF A SCRAPBOOK FOR
FOURTH GRADE STUDENTS AT SD NEGERI 101961 TIMBANG DELI FOR
THE 2023/2024 ACADEMIC YEAR**

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Abstract

This research aims to: (1) Determine the development of learning media on the material of practicing Pancasila values in the form of a scrapbook for fourth-grade students, and (2) Assess the feasibility of the learning media developed on the same material. This study employs a Research and Development (R&D) methodology. The subjects of the research are 25 fourth-grade students from SD Negeri 101961 Timbang Deli, consisting of 11 boys and 14 girls. According to the material experts' assessment, the feasibility percentage is 94%, categorized as "Highly Feasible." The media experts' assessment shows a feasibility percentage of 96%, also categorized as "Highly Feasible." Student responses from the trials indicate a feasibility percentage of 91.04%, classified as "Highly Feasible." Similarly, based on teacher feedback, the feasibility percentage is 90.7%, with the same classification of "Highly Feasible." The media has been validated by both media and material experts, and it is deemed highly suitable for use as a learning tool for the material on practicing Pancasila values in the form of a scrapbook for fourth-grade students at SD Negeri 101961 Timbang Deli.

Keywords: Learning Media, Scrapbook, Application of Pancasila Values

INTRODUCTION

Learning is essentially a process, specifically the process of managing and organizing students and their environment by providing guidance and direction to create a teaching-learning process. Learning fosters a reciprocal relationship between teachers and students using instructional media to achieve the expected competencies. One essential competency for teachers is professional competence, which can be developed to improve teaching outcomes through the appropriate use of learning media.

Learning media is a key component that can boost students' enthusiasm for learning. The Research and Development (R&D) method is used in this study. R&D is a research method aimed at creating specific products and testing their effectiveness. In education, R&D is used to develop or validate products used in teaching and learning. In summary,

R&D is a research method with the goal of creating a product and testing its validity and effectiveness.

Instructional media refers to anything that can deliver messages from a source in a planned manner, thus creating an effective learning environment. Media is a tool used to convey information, news, or messages from a sender to a receiver. The use of media in the classroom does not always have to come from educators, and the absence of media does not necessarily mean the teaching is unsuccessful.

Kemp & Dayton (1985) highlight several benefits of using media in teaching. These include standardizing the delivery of learning materials, making the learning process clearer and more engaging, creating a more interactive learning environment, saving time and effort, improving the quality of student learning, allowing learning to take place anytime and anywhere, encouraging positive student attitudes towards the material and learning process, and shifting the teacher's role towards a more productive and positive direction.

There are various types of instructional media. Human-based media refers to humans as learning resources, with an emphasis on interactive learning design. Opaque visual media consists of two-dimensional images presenting objects, places, people, or other subjects. These can be used individually by students or displayed on bulletin boards. Print-based media includes textbooks, journals, guides, loose sheets, and magazines. In designing print-based texts, six elements are required: consistency, format, organization, appeal, font size, and the use of white space. Visual-based media helps sharpen memory and understanding, while audio-visual media combines sound with visuals to capture students' attention. Computer-based media, known as Computer Managed Instruction (CMI), plays a role as a manager in the teaching and learning process.

Scrapbook media, originating from English, refers to the use of scraps or leftover materials for creative purposes (Amalina, 2020). It involves attaching pictures and decorating paper to create visually appealing work. Some characteristics of scrapbook media in learning include a book format, themes aligned with learning objectives, content matching teaching materials, and decorations that are not excessive, as the primary goal is educational.

Sari (2020) outlines several advantages of scrapbook media in teaching. These include being engaging by combining various images, notes, photos, and decorations; being realistic by making the subject matter appear more tangible; overcoming time and space limitations; being easy to create; using accessible materials; and being customizable to suit the creator's preferences.

The practice of Pancasila values in the lives of individuals and society is always related to values (Kartika Sari, 2023). Values contain ideals, hopes, and obligations, and are used by humans as a foundation, motivation, and guide for all actions in life. The values contained in each of the principles of Pancasila include divine values, humanitarian values, unity values, democratic values, and justice values.

The practice of Pancasila in national life can be carried out in two ways: objective practice and subjective practice (Poespowardojo, 1992). Objective practice involves obeying laws as legal norms based on Pancasila and requires the support of state power in its application. Subjective practice involves individually or collectively practicing the values of Pancasila in everyday behavior and attitudes. This can be done by anyone, whether they are ordinary citizens, state officials, political elites, or others.

RESEARCH METHODS

Development Model

The type of research used in this study is the Research and Development (R&D) method. This research method aims to produce new products through a process of development.

Development Procedure

The research procedure using the ADDIE model is carried out through five stages: analysis, design, development, implementation, and evaluation.

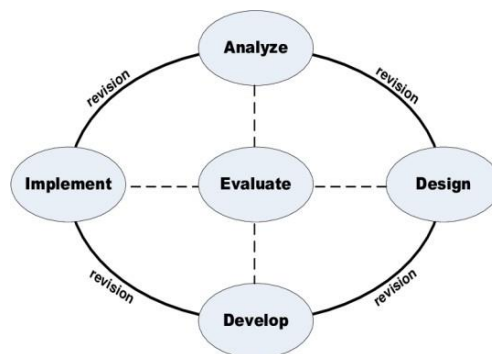


Figure 1. Steps of The ADDIE Model

Trial Design

The purpose of the product trial is to assess the feasibility of the developed product. The trial produces feedback and criticism as a basis for revisions, ensuring that the resulting product is truly suitable as a learning medium for the practice of Pancasila values.

Trial Subjects

The subjects in this development research are all fourth-grade students of SD Negeri 101961 Timbang Deli, totaling 25 people, consisting of 11 boys and 14 girls.

Research Instruments

The test instruments used in this study aim to obtain data on students' knowledge in practicing Pancasila values based on their experiences. The instrument testing process involves conducting validity tests by comparing the instrument's content with theoretical concepts. The data collection techniques in this research are as follows:

- a) Observation: In this study, the researcher conducts participatory observation, observing directly how students engage in daily learning activities and how educators present material to students in class. The observation is conducted at SD Negeri 101961 Timbang Deli.
- b) Interview: In this study, the researcher conducts face-to-face interviews. The interviews are carried out with the fourth-grade teacher at SD Negeri 101961 Timbang Deli.
- c) Questionnaire: The questionnaire filled out by the researcher is used to gather data. The answers to the questions written by the respondents relate to their thoughts, feelings, and behavioral traits.
- d) Documentation: Data collection is done by taking documentation or photographs during the product development research. This documentation includes photos and writings from fourth-grade students of SD Negeri 101961 Timbang Deli.

Product Trial

This trial is conducted to obtain accurate data by testing the product on several subjects to identify weaknesses and shortcomings. The trial is expected to ensure that the resulting product meets the needs and interests of students in enhancing reading interest.

- a) Product Trial Design: The product trial aims to collect data that can be used as a basis for determining the feasibility of the developed product. The product, in the form of a scrapbook as a result of this development, is tested for its feasibility (Rosihah & Pamungkas, 2018). The validity and effectiveness of the thematic learning media are assessed through the results of the product trial, which involves several stages:
 - Validity testing by media experts and material experts.

- Field testing in schools through individual trials and group trials to assess the feasibility of the scrapbook media.
- b) Trial Subjects: This trial is necessary to obtain data on the quality of the learning media for practicing Pancasila values in the form of a scrapbook at SD Negeri 101961 Timbang Deli, tested on 30 fourth-grade students. The data is then analyzed and used as a consideration for improving and perfecting the product. Through this trial, the quality of the product can be determined.

Data Analysis Techniques

a) Quantitative Data Analysis Technique

Quantitative data analysis is obtained from questionnaires provided to material experts, media experts, student respondents, and teacher respondents. The analysis of data from questionnaires is qualitative data that is quantified using a Likert scale. The Likert scale is designed to measure attitudes, and the results are scored. The Likert scale has five criteria for assessment to obtain the average score from each item on the answers provided to the statements in the questionnaire created by the researcher.

Table 1. Likert Scale Score

Score	Description
1	Very Poor
2	Poor
3	Fair
4	Good
5	Very Good

In determining the percentage score results from each validation by material experts, media experts, students, and teachers, the average is then calculated to assess the validity and feasibility of the developed learning media. The formula used to process the validation data is as follows.

$$P = (f / N) \times 100\%$$

Description:

P = Percentage or assessment score

f = Frequency being sought

N = Total frequency or maximum score

The results of scoring using the Likert scale to find the average from the trial sample subjects for the assessment statements used in determining the criteria and level of the benefits of the developed product. The assessment is based on the opinions of material experts and media experts. The average feasibility criteria are as follows:

Table 2. Feasibility Criteria

Score	Criteria
0 – 20% <i>SKORmax</i>	Not Feasible
21% <i>SKORmax</i> – 40% <i>SKORmax</i>	Poorly Feasible
41% <i>SKORmax</i> – 60% <i>SKORmax</i>	Fairly Feasible
61% <i>SKORmax</i> – 80% <i>SKORmax</i>	Feasible
81% <i>SKORmax</i> – 100% <i>SKORmax</i>	Highly Feasible

Based on the table above, the learning media created must meet the criteria outlined. Therefore, revisions are necessary if it does not meet the valid criteria.

b) Quantitative Data Analysis Technique

Qualitative data analysis is used by the researcher to gather data from expert reviews. This data is obtained from the critiques, suggestions, and notes provided by media experts, material experts, students, and teachers who have filled out the questionnaires given by the researcher. The results of this qualitative data analysis are also used to draw conclusions from the research conducted by the developer.

RESULTS AND DISCUSSION

Description of Development Results

This research produced a product in the form of a Scrapbook media containing material on the Practice of Pancasila Values in the Pancasila subject at SD Negeri 101961 Timbang Deli. This product was developed using the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation).

Description and Analysis of Trial Results

1. Data Description

The use of Scrapbook media for fourth-grade students at SD Negeri 101961 Timbang Deli aims to provide additional teaching references for teachers that can capture students' attention during classroom learning. Additionally, the Scrapbook media can assist students in self-directed learning (Lutfiyah, 2019). This opinion is based on observations of students and the fourth-grade teacher at SD Negeri 101961 Timbang Deli. Observations reveal that

students face difficulties in the learning process due to a lack of creativity and initiative from teachers in explaining material, as well as the absence of teaching aids or media to support the teaching-learning process, especially in the Pancasila subject related to the practice of Pancasila values.

2. Analysis of Trial Results

a) Feasibility Percentage of the Scrapbook Learning Media on Pancasila Values for Fourth Grade

Based on the first validation by material experts:

Feasibility Percentage:

Given:

$$f = 38$$

$$N = 50$$

Calculation:

$$P = (f / N) \times 100\%$$

$$P = (38 / 50) \times 100\%$$

$$P = 76\% \text{ (Feasible)}$$

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 76%. When converted according to the criteria, it falls into the "Feasible" category.

Feasibility Percentage:

Given:

$$f = 47$$

$$N = 50$$

Calculation:

$$P = (f / N) \times 100\%$$

$$P = (47 / 50) \times 100\%$$

$$P = 94\% \text{ (Highly Feasible)}$$

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 94%. When converted according to the criteria, it falls into the "Highly Feasible" category, so no revision is needed.

b) Media Experts

Feasibility percentage of the Scrapbook learning media on Pancasila values for fourth grade based on the first validation by media experts:

Feasibility Percentage:

Given:

$$f = 39$$

$$N = 50$$

Calculation:

$$P = (f / N) \times 100\%$$

$$P = (39 / 50) \times 100\%$$

$$P = 78\% \text{ (Feasible)}$$

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 78%. When converted according to the criteria, it falls into the "Feasible" category.

Based on the second validation by media experts:

Feasibility Percentage:

Given:

$$f = 48$$

$$N = 50$$

Calculation:

$$P = (f / N) \times 100\%$$

$$P = (48 / 50) \times 100\%$$

$$P = 96\% \text{ (Highly Feasible)}$$

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 96%. When converted according to the criteria, it falls into the "Highly Feasible" category, so no revision is needed.

c) Students Response

Feasibility percentage of the Scrapbook learning media on Pancasila values for fourth grade based on student responses:

Feasibility Percentage:

Given:

$$f = 1707$$

$$N = 1875$$

Calculation:

$$P = (f / N) \times 100\%$$

$$P = (1707 / 1875) \times 100\%$$

$P = 91.04\%$ (Highly Feasible)

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 91.04%. When converted according to the criteria, it falls into the "Highly Feasible" category.

d) Teacher Response

Feasibility percentage of the Scrapbook learning media on Pancasila values for fourth grade based on teacher responses:

Feasibility Percentage:

Given:

$f = 59$

$N = 65$

Calculation:

$P = (f / N) \times 100\%$

$P = (59 / 65) \times 100\%$

$P = 90.7\%$ (Highly Feasible)

The calculated percentage of feasibility for the Scrapbook media on Pancasila values is 90.7%. When converted according to the criteria, it falls into the "Highly Feasible" category.

Final Product Review

The Scrapbook media is packaged in the form of a book. The initial section includes a cover designed to attract students' attention. The core section contains material and evaluations. The material in this Scrapbook includes the values contained in the Pancasila principles and examples of practicing these values in the school, home, community, nation, and state environments. The final section of the Scrapbook includes evaluation questions requiring students to identify images that reflect Pancasila values in daily life (Novitasari, 2019). The Final Product Review is understood as the evaluation stage, which is the final phase of the product review. The evaluation is conducted on the feasibility results of the Scrapbook media for practicing Pancasila values, and the evaluation results are used as the final conclusion regarding the analysis of the developed product and as a benchmark for the success of the researcher in addressing the research questions. The product developed in this study is a Scrapbook as a learning media for practicing Pancasila values. Based on the data collected, there is a need for developing a learning media that can be used as a learning resource for fourth-grade students at SD Negeri 101961 Timbang Deli.

CONCLUSION

The development of the Scrapbook media for the Pancasila subject for fourth grade at SD Negeri 101961 Timbang Deli has gone through several development stages. The Analysis Stage involves analyzing student characteristics and the needs for the Scrapbook media. The Design Stage involves selecting material and sketching the media. The Development Stage results in the final product, a Scrapbook learning media that is feasible and has undergone revisions. The Implementation Stage involves testing the product with students after validation by experts. The product was implemented in fourth-grade classes at SD Negeri 101961 Timbang Deli with 25 students to assess the feasibility of the Scrapbook media. The Evaluation Stage uses the results to draw the final conclusions about the developed product and to measure the researcher's success in addressing the research questions.

The feasibility of developing the learning media for practicing Pancasila values in the form of a Scrapbook for fourth grade at SD Negeri 101961 Timbang Deli. The assessment results by material experts are 94%, indicating that the Scrapbook media for practicing Pancasila values falls into the "Highly Feasible" category. The assessment results by media experts are 96%, indicating that the Scrapbook media also falls into the "Highly Feasible" category. The trial results from fourth-grade students show 91.04%, categorized as "Highly Feasible". The trial results from fourth-grade teachers show 90.7%, categorized as "Highly Feasible". Based on these assessment results, the development of the Scrapbook learning media for practicing Pancasila values is highly feasible for use as a Pancasila learning resource for fourth-grade students at SD Negeri 101961 Timbang Deli.

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