

Analysis of The Use of Wordwall Media on Students' Learning Interest and Motivation in Civics Learning in Elementary Schools

Elviyani¹

Article Info

Page : 64-69

ISSN : 3026-5290

Vol 2 No 1 2024

Corresponding Author

Elviyani, Elementary School Teacher Education, Faculty of Teacher Training and Education, Universitas Muhammadiyah Sumatera Utara

Email: elvivy339@gmail.com

Abstract

Civics subjects are still considered boring and not of interest to most students. Interview results show that most students believe that Civics subjects are less interesting and boring because teachers often use careful methods when teaching. The aim of this research is to find out how effective the use of Wordwall media is to help students learn Civics. This research uses a qualitative research approach with a descriptive approach. Qualitative descriptive is a series of activities carried out to obtain real data according to the facts that occur in the field. Data collected from observations is used to provide a general overview of the use of Wordwall media in Civics learning in elementary schools. The research results of the wordwall learning media is an interactive media that is easy to use, and can increase students' interest and motivation to learn in Class V PPKn learning at SDN 065003 Medan Labuhan. Wordwall learning media can be used as one of the media used in carrying out the learning process. Apart from being easy and cheap to use, this media also has many alternative choices in presenting material and questions. So that educators can use other alternative options as variations in packaging other learning materials. Fun and varied media will make students more active and more motivated in participating in the learning process.

Keyword: Wordwall, Learning Media, PPKn

1. INTRODUCTION

Human life is increasingly developing along with advances in information and communication technology. This progress is characterized by people's ability to show creativity, innovate, and determine the future. Apart from that, education plays a very important role in maintaining certain goals, which will help the nation's young generation to face them. challenges faced by digitalization and globalization in an ever-changing world (Wildan et al., 2023) . The use of technology can help students learn, and serve as an educational guide. Therefore, in terms of acquiring knowledge, students must be able to adapt to the rapid advances in technology, because technology is a tool that must be considered carefully so that learning outcomes can be maximized. For students, adopting technology can facilitate the learning process and application of technology and knowledge in the field of education (Nadia et al., 2022). Learning is the process of gaining new knowledge and developing students' attitudes and character. According to Minister of Education and Culture Regulation Number 22 of 2016, learning in schools is carried out in an interactive, inspiring, fun, challenging manner, motivating students to participate actively and providing sufficient space for initiative, creativity and independence according to talent, interests, as well as the physical and psychological development of students (Permendiknas, 2016). This shows that students must actively participate in education so that they can become more independent in real life. Therefore, learning objectives must be achieved through planning learning, implementing learning, and assessing the learning process. According to (Mungzilina et al., 2018) , one of the assessments in the learning process is to see the enthusiasm and active participation of students involved in the learning process. Where in Civics learning, students are often not active in Indonesian language lessons. Because they do not understand the material presented well, most students do not answer the teacher's questions. They do not feel interested in the learning being carried out and remain passive in discussions. To ensure that the learning process achieves optimal results, teachers must pay attention to student activity during learning and student learning outcomes

in these subjects. For the learning process to be successful, teachers must pay attention to student activities. One of the subjects that is very important for students in carrying out the learning process is the Civics subject. In accordance with Minister of Education Regulation Number 22 of 2006, Civics is the content of lessons to shape the character of students.

However, up to now, Civics is still considered boring and not of interest to most students. Interview results show that most students believe that Civics subjects are less interesting and boring because teachers often use uninteresting methods. Apart from that, learning is carried out only using a lecture method approach, where the teacher only provides explanations and assignments to students, without any media used in the process. As a result, students become bored and the learning process becomes boring and uninteresting. Therefore, choosing the right approach, method, media and evaluation is very important in Civics learning so that learning is successful and does not make students bored or bored. An interactive teaching and learning process can be produced with appropriate methods, relevant materials, supporting media, relevant sources, and evaluation as a follow-up to learning. From the problem above, Civics is considered a boring subject. In the end, this will cause students not to understand the lesson material. If student interest and motivation are low, student learning achievement will be greatly affected. Therefore, teachers must innovate when creating learning media. Therefore, researchers want to conduct research on interactive learning media that can be used in PPKn learning. One of the interactive media that can be used to increase student interest and motivation is by using wordwall learning media, as stated by (Maghfiroh, 2018) in his research, that wordwall media can create beneficial interactions for students. In addition, according to (Purnamasari et al., 2022), wordwall media is an application that can be used as an assessment tool and interesting learning media for students in online and face-to-face learning. Wordwall has several advantages, including free for basic options and a variety of templates. In addition, the games created can be sent directly via platforms such as Google Classroom, WhatsApp, and others. Many types of games can be played through this program, such as crosswords, quizzes, random cards, and many others. An additional advantage is that the game that has been created can be printed in PDF form. In line with the opinion of (Fitria & Tarisa, 2023) The objectives of this research are 1) To analyze the use of wordwall media in the learning process. 2) To analyze the problems of using wordwall media in the learning process. The results of this analysis can become a basis for researchers to design and use learning media as a reference for further research conducted by other researchers. So the problem formulation in this research is: 1) To analyze the use of wordwall media in the learning process. 2) To analyze the problems of using wordwall media in the learning process. Based on the problems described above, the author is interested in conducting research with the title "Analysis of the Use of Wordwall Media on Student Interest and Learning Motivation in Civics Learning in Elementary Schools."

2. RESEARCH METHODOLOGY

This research was conducted using qualitative methods with a descriptive approach. Qualitative descriptive is a series of activities carried out to obtain real data according to the facts that occur in the field. This research was carried out by the Medan Labuhan State Elementary School. The subjects of this research were class V students. The data obtained from these observations were then narrated to obtain a general picture regarding the analysis of the use of wordwall learning media in PPKn learning in elementary schools.

3. RESULT AND DISCUSSION

Boredom is unpredictable and can appear anywhere. Therefore, there needs to be innovation and creativity in learning media to foster student interest and motivation. When students begin to lose their interest and motivation to learn, educators must be able to restore it. This can be achieved by using different types of learning tools. In learning activities, the use of media has a significant influence on students' sensory organs. The use of media will ensure that students will gain a better understanding of the subject matter. The research results show that fifth grade teachers use Wordwall learning media to teach Civics in elementary schools. Visual learning can help students become more attentive and enthusiastic about lessons (Ikhsan & Humaisi, 2021). On the other hand, students will find it difficult to appreciate the lesson if they only use a lecture approach. In addition, according to (Asria et al., 2021), increasing the use of wordwall media will help students become more involved and successful in learning. Wordwalls not only help students understand and apply content better, but they can also improve their technology skills. This is another benefit of using wordwalls in game tactics. The steps in using Wordwall as a learning medium are:

1. We have to create an account at <https://wordwall.net> and then fill in the requested data.

Log in to Wordwall

 Sign in with Google

OR

Email or username

Password

☐ Remember me?

Log In

2. Then click create activity and choose one of the existing template activity types

Wordwall Membuat pelajaran yang lebih baik dan lebih cepat

Beranda Fitur Aktivitas Saya Hasil Saya **Buat Aktivitas** Naikkan Level elviy.

Kami sedang berupaya menyempurnakan halaman ini. Tolong bantu kami dengan menawarkan umpan balik Anda. [Beri Umpan Balik](#)

Memilih templat > Masukkan konten > Bermain

Q Cari Templat:

Anda telah menggunakan 2 dari 5 sumber daya Anda

Urutkan menurut: **PALING POPULER** ABJAD

**Permainan Pencocokan**
Seret dan letakkan setiap kata kunci di samping definisinya.

**Kuis**
Serangkaian pertanyaan pilihan ganda. Ketuk jawaban yang benar untuk melanjutkan.

**Membuka kotak**
Ketuk setiap kotak secara giliran untuk membukanya dan mengungkapkan benda di dalamnya.

**Benarkan Kalimat**
Seret dan letakkan kata-kata untuk menyusun ulang setiap kalimat ke dalam urutan yang benar.

**Kartu lampu kilat**
Uji diri Anda menggunakan kartu dengan perintah di bagian depan dan jawaban di bagian belakang.

**Roda acak**
Putar roda untuk melihat benda mana yang muncul berikutnya.

3. Write the title of the material and description of the question

Memilih templat > **Masukkan konten** > Bermain **Kuis gameshow**

Judul Aktivitas

Belum ada judul2

Pertanyaan

1.

Jawaban

a

b

c

d

e

f

Pertanyaan

2.

Jawaban

a

d

4. Then click done after finishing editing

b e

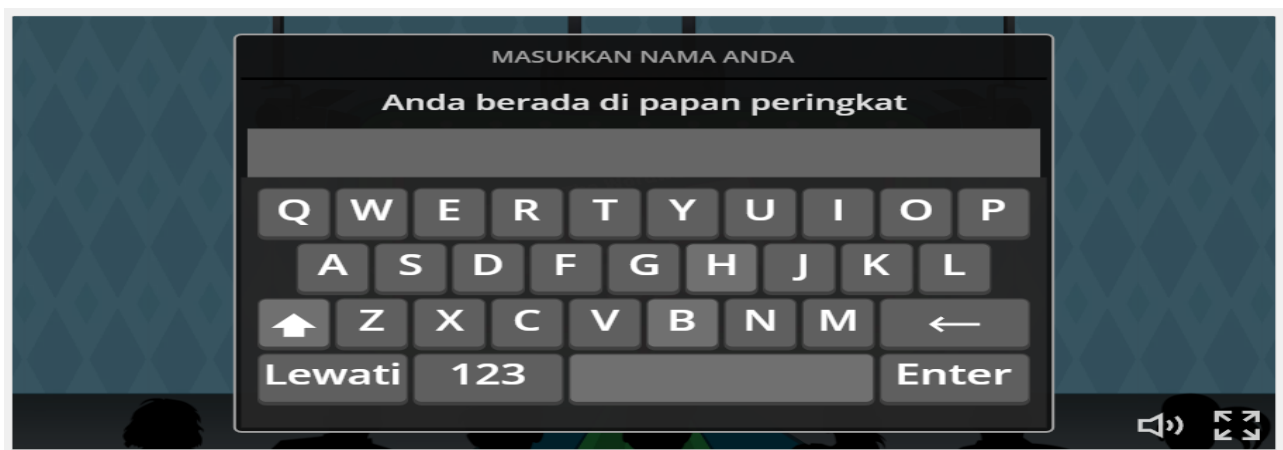
c f

+ Add a question
min 1 max 100

Done

The following is an example of using wordwall media in Civics learning in class V, when the class V teacher creates teaching materials to be used in learning media and then distributes and uses them by students. After the teacher greets and opens the lesson, he conveys the objectives of the lesson and tells the students how the lesson will be conducted. After that, the instructor asks students to open the previously created link and write their name in it to get started.





The following are the results of the results obtained by students. There you will see who did the work and the value/score for doing it.

Leaderboard

Rank	Name	Score
1st	Rio	589
2nd	-	-
3rd	-	-
4th	-	-
5th	-	-

Show more ▼

Results from the discussion using wordwall media can increase students' interest in learning. This can be seen from student activity. Several indicators are used to assess the activeness of observations, such as: (a) Students' activeness when participating in teaching and learning activities as evidenced by filling in absences, (b) Students' activeness when submitting assignments on time, (c) Asking questions about material that is not yet understood. This situation is clearly different from the learning process if the teacher only asks children to read or summarize or if the teacher only asks children to re-record what they have learned in books. Thus, it can be seen that children's interest and desires increase after using wordwall media. This can be seen from the attitude of children who want to ask questions if they have difficulty answering questions, being active in daily attendance, and collecting assignments. This also aims to support research results regarding the use of wordwall learning media. According to research (Azizah, 2020), the use of wordwall media can improve students' mastery of vocabulary in Arabic. Apart from that, other research according to (Bachry et al., 2018) found that the use of wordwall media can improve the ability of deaf people to communicate well. This research is limited to the materials used and the media used to process the material. This research can be a benchmark and become a source of knowledge related to media that can be used by educators in teaching. Therefore, future researchers can use this research as a reference source.

4. CONCLUSION

Wordwall is an easy-to-use interactive media that can increase students' interest and motivation in learning PPKn class V. It can be used both in online and face-to-face learning. This media is not only cheap and easy to use, but also has many options for presenting material and questions. Educators can use this option as another way to package different learning materials. Students will be more active and motivated to take part in lessons if the media is fun and varied. Researchers propose the use of wordwall as a learning medium and a learning approach that uses game applications and games that are designed and can be implemented if supported by an adequate internet connection. Therefore, before carrying out the wordwall

media learning process, it is recommended to ensure the availability of an internet connection first. Based on the results of observations and interviews. By using a wordwall, an educator can encourage students in three different aspects of learning: emotional, intellectual, and psychomotor.

REFERENCE

- Asria, L., Sari, DR, Ngaini, SA, Muyasaroh, U., & Rahmawati, F. (2021). Analysis of Student Enthusiasm in Learning Evaluation Using the Quizizz Platform. *Alifmatics: Journal of Mathematics Education and Learning* , 3 (1), 1–17.
- Azizah, H.N. (2020). Increasing Arabic Vocabulary Mastery Through the Use of Word Wall Media. *ALSUNYAT: Journal of Arabic Language, Literature and Culture Research* , 1 (1), 1–16.
- Bachry, H., Yuwono, J., & Utami, YT (2018). Using Word Wall Media to Improve Continuous Upright Writing Ability (Single Subject Research Study on Class III Deaf Students at SKh Negeri 02 Serang City, Banten). *UNIQUE Journal: Special Education* , 3 (1).
- Fitria, L., & Tarisa, V. (2023). Literature Study: Use Of Wordwall Web Media As A Means Of Science Learning In Primary Schools. *Journal of Education and Learning* , 2 (1), 26–42.
- Ikhsan, M., & Humaisi, MS (2021). Utilization of audio-visual learning media in developing student learning motivation in integrated social studies subjects. *Indonesian Journal of Social Sciences (JIIPSI)* , 1 (1), 1–12.
- Maghfiroh, K. (2018). Using Word Wall media to improve mathematics learning outcomes for Class IV MI Roudlotul Huda students. *Journal of the Teaching Profession* , 4 (1), 64–70.
- Mungzilina, AK, Kristin, F., & Anugraheni, I. (2018). Application of the Problem Based Learning Model to Increase the Responsibility and Learning Outcomes of Grade 2 Elementary School Students. *Naturalistic: Journal of Educational and Learning Studies and Research* , 2 (2), 184–195.
- Nadia, AI, Afiani, KDA, Naila, I., & Muhammadiyah, U. (2022). Using the Wordwall Application to Improve Mathematics Learning Results During the Covid-19 Pandemic. *Indonesian Journal of Learning Technology* , 12 (1), 33–43.
- Purnamasari, S., Rahmanita, F., Soffiatun, S., Kurniawan, W., & Afriliani, F. (2022). Playing with Students' Knowledge Through Online Word Wall Game-Based Learning Media. *Journal of Community Service* , 3 (1), 70–77.
- Wildan, A., Suherman, S., & Rusdiyani, I. (2023). Development of GAULL Media (Wordwall Educational Game) on Space Building Materials for Elementary School Students. *Scholar's Journal: Journal of Mathematics Education* , 7 (2), 1623–1634. <https://doi.org/10.31004/cendekia.v7i2.2357>