



IMPLEMENTATION OF TECHNOLOGY-BASED LEARNING METHODS IN PANCASILA AND KWARGANEGARAAN EDUCATION

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Abstract

Citizenship Education (PPKn) is eye lessons that often have constraint in developing media and technology learning. Purpose from learning media based on technology in education. Teacher as executor learning must understand that's right what should done in learning in connection with strengths, weaknesses, opportunities and challenges. The teacher also determines results learning so that success learning is not quite enough answer the teacher professional. Teachers can utilise various media according to with needs and goals learning. Pancasila and citizenship can help in motivate study participants educate, material learning the more more clear, method Study more varies, as well as student can more lots do activity learning. This method study use studies library with compare the data that has been there is. Result from this study is a teacher can do various method from method learning based on good and interesting technology, so that easy understood by students, and the learning process teach to become no monotonous.

Keywords : Methods, learning, technology

Introduction

In the minister of national education regulation number 22 of 2006, subject Pancasila and citizenship education (PPKn) lessons are eye lesson main education characters that aim for participants educate think in a way critical, rational and creative in respond issue citizenship and can participate in a way active and responsible answer, act in a way intelligent in activity society, nation and state and anti -corruption and also can develop in a way positive and democratic for to form self based on characters Indonesian society so that it can life together with nation others, namely interact with other nations in world chess game direct or no direct with utilise technology information and communication. System learning is combination organized which includes elements human, material, facilities, equipment, and procedures that interact for reach a purpose. Elements human in system learning is students, teachers/ lecturers, librarians, laboratory assistants, staff administration and people who support to success of the learning process. Elements procedure is activities carried out in the learning process for example strategies and methods learning, schedule learning, implementation evaluation, and so on. Related media discussion, thing this is very related with learning so that learning media can functioning as source learning that influences activity, namely as distributor, conveyor, and liaison. Learning media can also be used increase attention student to the material taught includes all required resources for do communication in learning so that learning media can build a conditions that make participant educate capable to obtain knowledge, skills or attitude. When this technology information can to awaken desire, motivation, and stimulation to something something new even can exciting about the process of learning and teaching, technology information this can help make effective time and deliver message as well as contents learning with easy, and expected with technology information this can support and facilitate in the learning process teach as well as in delivery and presentation material will more interesting and fun participant educate. Learning process teach is a communication process. Communicating is activity man in accordance with his instincts. Instincts that always want to relate one each other.

There is an instinct said, communication can it is said part true from life human. Communication contain meaning to spread information or convey message or from source message (communicant) to recipient message. For that communication linked with use of media. Media is the part that is not inseparable from the communication and learning process in order to achieve objective education in general and its objectives learning in schools in particular. Instructional media this is also related with the educational process character through citizenship education which develops and preserves mark noble which is rooted in love towards the country of Indonesia. For example that is the Indonesian Raya song was played at the time ceremony ongoing, thing the is a learning medium that is no direct can influence student in appreciation ceremony flag and can build a sense of love to homeland. Teacher as professional educator must capable play a role as communicator and facilitator for participant educate in his class. As communicator a teacher must capable convey messages learning to students, that they play a role as communicator, communicating material lesson in verbal and nonverbal forms. Teacher as facilitator intended a teacher must capable be a facilitator or serve needs participant educate in class for reach objective learning. Teachers as facilitator own role facilitate students for Study in a way maximum with use various strategies, methods, media, and sources study. Instructional media expected capable give motivation and stimulation activity student in learning. Learning media used in frame communication and interaction between teachers and students in the learning process. Instructional media based on technology information and communication based on the teacher's ability to process various source existing and developing information in a way rapidly, including the use of computers (internet), educational VCDs, television, and radio.

Media as tool help have function make it easier going to achievement objective learning. This is based on with belief that the learning process with media assistance enhances activity study student in grace period quite a long time. On delivery material learning PPKn at school, teachers still use method monotonous learning, no Lots the method used. This is of course make student become no focus in follow learning here the teacher still tend give lecture. In addition, there is no utilized in a way maximum learning media available at school like use of computer media in activity learning PPKn. So that student not enough understand material presented. Globalization result in easy penetration very advanced technology from developed countries to developing countries a kind of Indonesia (global village). In this era, the role of technology very much important, if public in a country not capable optimize role technology can confirmed public the will left behind by other countries. Teacher as executor learning must understand that's right what should done in learning in connection with strengths, weaknesses, opportunities and challenges. The teacher also determines results learning so that success learning is not quite enough answer the teacher professional. Teachers can utilise various media according to with needs and goals learning. With utilizing communication media no just can simplify and make the learning process more effective, will but also can create a learning process more interesting. Development technology the more rapid, thing this no can avoided by the world of education. The demands development technology this is a demands and efforts in improvement quality education in general and improvement system learning. Therefore that, in article this will try discuss about implementation method learning successful technology in Pancasila and citizenship education (PPKn).

Research Methodology

Research this methods use method studies library. Library method is method which is step beginning from directed data collection to data and information retrieval through documents good document written, pictures, and document electronics that can support in the writing process. Reviewed literature is from journals obtained from e-journals and google scholar. Literature this study can influence credibility results research conducted. Data collection techniques used in study this is with listen to journals obtained and recorded things needed in this study. Data validity techniques in this research use technique triangulation data source. Triangulation the data source is get truth information from various source obtained from data collection. Activities analysis qualitative done in a way interactive and continuous continuously until felt enough. Analysis this study done with three channel activity that is data analysis, data presentation, and data extraction conclusion.

Result & Discussion

Development technology in the millennial era this very much needed for push educator as professional staff for learn and master control technology as support in the learning process including in activity learning PPKn. Role technology that has in progress show that significant development, so development that still must improved for application in the world of education. Technology originate from results culture human, because the more man develop so the more technology that is owned is also developing. Technology also plays a role in help work man like make it easier performance educator in doing assessment and learning. Even technology capable increase the output of system work mentioned, one of them with the presence of e-books that can accessed anytime and

anywhere. Role technology in education is the emergence of e-learning. The use of e-learning as one of the learning processes can done with distance far. That is what was developed by ruangpendidik.com and other start-ups. The Purpose of Pancasila and citizenship education is make a smart and good citizen as well as capable for support sustainability nation and state. Utilization of learning media based on technology in the eye lesson PPKn as tool help for make it easier educator in convey material with technology media support for reach objective study proper learning media is needed for applied in the learning process in class.

Educators also need strategies in the learning process because educator play a role important in implementing learning media in class. If technology in learning develop with rapid, educators and students must capable in use technology. Because it is still there is a number of students who only capable using social media and being active using a cellphone but still not yet can create a power point. Students must also know device technology. Besides ita get to know and utilize the internet with good. Learning media play a very important role for eye lesson PPKn, because almost all student easy bored in learning PPKn. However, the presence of technology learning make it easier student for study and understand. For that almost all field life apply technology. Before the presence of the internet, guidance Study only in progress in a way conventional. However since technology develop , guidance Study can done at home via the internet such as ruangpendidik.com, zenius, quipper video, and others. Currently, online learning is also available at the university level, not only only ita moment this all over public can study in the field whatever via masterciass.com or in official classes. Role technology also provides influence to learning PPKn. Internet usage is very influential towards the learning process at school. Students can complete knowledge his knowledge, while educator can look for appropriate and innovative teaching materials. The internet can do it too used for teaching in class with tool LCD projector assistance, then student will get things new and will try look for alone good at home or anywhere about the material being studied. Educators can also access related videos with material learning for interesting motivation study student. The images presented through powerpoint and related videos with material become something real, simple, systematic and clear mungian do the beginning in the learning process, PPKn usually give the problem that then arises discussed by students in a way in groups. With the existence of smartphones, they train in for researching or to examine problem through the gadgets you have.

So that minimize use of gadgets only for social media. Students can also trained work there for make results from discussion through powerpoint. Creativity they are also trained for keep going innovative in to awaken learning PPKn The role of technology in learning PPKn also provides chance for educator become facilitator for activity study students. Assignments given to student via email or facebook practice student for utilizing social media with good way. So that efficiency time for do evaluation related the task given become easy. Then, the presence of social media youtube give chance student for increase creativity they through task video making. This is direct students so as not to only focus in use only cellphone for playing online games but practice student for learning to do. In addition to computers, media based on technology can through DVDs, television, radio, websites, etc. Because educators no can supervise student time at home, then smartphone become source study for in class. In using learning media based on technology, then can be utilized for make the learning process easier teaching faced by generations millennials this. between its utilization namely: the internet provides connection (connectivity) and very wide reach, no restricted time, access information on the internet is not limited by time because of the virtual world that is presented globally never sleep, access information via the internet more fast when compared to with look for information on the pages book books in the library, the internet also provides activity learning interactive like facility e- learning organized by institutions institution certain that can increase ability intellectual we , like school write online. and so on can discuss with friends same age or on the same level about various matter if do chatting, and bend with buy book or magazine love, search information via internet far more cheap.

Conclusion

Implementation method learning based on technology in Pancasila and civic education offer a number of significant conclusion :

1. Improve motivation study
Learning methods based on technology can motivate study participant educate with make material learning more clear and varied
2. Accessibility and Effectiveness :
 - a. Technology integration increase accessibility learning with provide material learning through e-learning platforms, so student can study anytime and anywhere
 - b. Technology also makes the learning process more efficient and relevant for student from background behind culture, religion, or diverse geography.

3. Learning Interactive
Use application interactive , multimedia, simulation, and games educative help student involved active in the process of learning and getting experience direct about the concepts of Pancasila.
4. Student Involvement
Learning methods based on projects and discussions group as well as use of social media educative increase involvement student in Pancasila learning
5. Relevance digital context
Implementation technology in Pancasila education facilitates delivery the values of Pancasila in general more easy and interesting in digital context
6. Development character nation
Technology integration help develop understanding , application and practice the values of Pancasila with interactive and immersive way understanding about concepts the basis of the Indonesian state.

With thus, the conclusion from implementation method learning based on technology in Pancasila and civic education is that technology can increase motivation learning, effectiveness, relevance, and involvement student in the learning process, so to form character a strong and comprehensive nation in the era of multiculturalism this moment.

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