

International Journal of Students Education



Page 172-177

ISSN 2988-1765

Vol 2 No 1 2024

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IMPLEMENTATION OF PANCASILA VALUES THROUGH SCHOOL CULTURE IN THE DIGITAL ERA

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Abstract

This study aim for explore how culture school integrating Pancasila values in middle era digital citizenship. The method data collection used is library research, where the data source is obtained from various documents such as newspapers, books, inscriptions, magazines and agendas which relevant. Data then analyzed and concluded with utilise theories appropriate. This values covers religiosity, nationalism, independence, mutual cooperation, and integrity, Which arranged in Minister of Education and Culture Regulation Number 20 Year 2018 about strengthening character education in formal education units. The research results show that in the practice of digital citizenship, school culture promote mutual behavior respect and tolerance towards each other with increased supervision from the community. This is in line with values Pancasila, like mark deity, humanity, unity, populist, and justice, which reflected in culture school.

Keywords : Culture school, mark Pancasila, era digital

Introduction

Indonesia, with all its cultural, ethnic, racial, linguistic and religious diversity, show that there is no such difference obstruct national unity. Principle Bhinneka Tunggal Ika is a reminder of the importance of tolerance towards diversity in Indonesia. Pancasila values, from the principles first to fifth, reflected in activities of Indonesian society and have deep meaning in life daily. Values Pancasila has rooted in the individual and reflected in community culture, visible in behavior, attitudes, and adaptation to the environment. Instilling Pancasila values is very important in shaping individual character and character Indonesian society, because the progress of a nation is greatly influenced by individuals which own personality which good. Pancasila, as the main guiding principle for the Indonesian nation, emphasizes that every action and behavior of citizens should reflect the values of every principle of Pancasila. There are five basic values in Pancasila, namely divine values emphasize trust to lord and obedience to his teachings, mark humanity which confess dignity man, mark unity which confirm the importance of unity in Indonesian society, affirming people's values that sovereignty is at in hand people, and mark justice which emphasize importance justice social for all over Indonesian people (Rahmani & Suwanda, 2014). However, the challenge faced is how to ensure that the values of Pancasila remain become a moral foundation in the digital era. Role School culture is very important in ensuring consistency and direction values the. This study aims to explore method values Pancasila implemented through culture school in era digital. This will study how school integrate values Pancasila indaily activities, good through the formal curriculum and extracurricular activities. Apart from that, this journal will also assess the impact of technology and digital platforms on implementation values Pancasila in school. With this study, I hope provide a deeper understanding of the application of Pancasila values in the context of school culture in the digital era. The hope is that the results of this research will be successful provides practical advice to schools, teachers and educational policy makers for strengthen implementation of values Pancasila in era that education the more connected digital. School which apply Curriculum Independent in era digital this must prepare two things main. First, they need to prepare student profiles based on Pancasila, which

includes the competencies and character described in six dimensions. Profile This works as guide for policy and renewal in system education, including learning and assessment methods. Second, school too must develop a curriculum structure, which includes subject details and allocation learning hours. The third thing that schools need to prepare in the curriculum Independence is a learning achievement, which includes competence and character achieved by student after finish learning in period certain. Whereast the fourth thing is the principles of learning and assessment, which are the basis of internal valuesimplementation learning and evaluation. Technology has provide convenience in various activity man, including searching and conveying information. In general, technology can be considered as a process that increases added value in various aspects of life. In educational context, technology has a very important role. Through technology, participant educate can access various literature and source knowledge for enrich their learning. They can use search engines like Google or Yahoo to search for journals, papers and electronic books. However, this matter no replace use book package which available in learning. The use of technology for literacy searches aims to increase knowledge and materials in the learning process. Although technology provides many benefits,It cannot be denied that it also has a negative impact. Therefore, educators have responsibility to monitor the use of technology by participant educate. Apart from that, the family as the students' closest environment must also participate supervise and guide they are deep using technology. Family also own right for supervise interaction social children they in environment around.

Research Methodology

This article using library research methods research, that is study literature. Data sources were obtained from various documents such as letters news, books, inscription, magazine, agenda, and the like. Data collected then analyzed and generalized with use theories which relevant (Mahmud, 2011).

Result & Discussion

Culture in the school environment is dynamic, including values, principles principles, traditions and habits that develop within the school context. the cultureformed through interactions between all school members who have various backgrounds social background, and constantly interact to form a shared value system in school. According to Zamroni (2013), having a strong culture is important for school. As a organization, school must own ability for adapt and grow and develop in various existing environments, as well as creates internal integration that allows it to produce individuals with positive character. School culture needs to include a deep pattern of basic assumptions, habits, school history, and approaches to solving problems in the environment school. Culture in environment school reflect attitude And behavior Which developin inside, as well as own role important in formation character or personal students in the era of digital citizenship, without ignoring the values of Pancasila. According to Sudrajat (2011), there are three cultures that need to be emphasized in schools, namely culture academics, socio-cultural culture, and democratic culture, which are the main focus in school environment. First, academic culture is characterized by decisions and policies which is based on a strong academic foundation, referring to theory and legal foundations which is tested. School members are encouraged to use theory in their thinking and action they daily, with characteristic features like critical, analytical, creative, objective, open towards criticism, time disciplined, dynamic and future oriented. Second, culture socio-cultural is related to the school's efforts to maintain and maintain values social and culture, as well as ensure diversity valued and maintained. Developing culture positive which supports the creation of social life which harmony among school members is a priority. School is considered a fortress which protects from the negative influences of globalization and foreign culture such as hedonism, materialism, and individualism. Social culture reflects internal human interactions group context, while culture is the complexity of knowledge, art, law, belief, morals, customs, and inherited traditions from generation to generation generation. Besides that, culture democratic emphasize importance accommodate difference for build progress together. Principles democracy reflected in decision making involving citizen participation school as well understanding to right and obligation individual to self alone, nation, and country.

School culture is the basis for forming the character of students and members school. Based on Minister of Education and Culture Regulation Number 20 Year 2018 about Strengthening Educatio Character in Formal Education Units, Character Education (PPK) is implemented with integrating Pancasila values into the curriculum. These values include aspect religiosity, nationalism, independence, mutual cooperation, and integrity, which integrated into the curriculum. Furthermore, effective implementation of KDP improves the role of partnerships between schools, families and communities, involving approachesclass, culture school, and participation public. In today's digital era, children are rarely involved in traditional games which can form connection brotherhood and familiarity. Game traditional also can increase children's creativity. On the contrary, today's children more often use technology like gadgets and videos games. Time which spent children with media digital the more increase, with

average time watch television around 3 O'clock per day during day school and 7.4 O'clock on the day holiday, as well as average time play Internet around 2.1 O'clock. Person old need do digital parenting with steps following:

- a. Continue to improve and update knowledge about the internet and gadgets, because person old need understand technology for supervise children with good
- b. If there is access Internet in house, put it down device in room family so that person old can monitor activity children in a way direct
- c. Set limitation time for children in use gadgets and Internet
- d. Teach children about the negative impacts of excessive internet use and gadgets, and upgrade awareness together about this matter
- e. Ban children with firm for watch content which No proper quick after they found it
- f. Build open and two-way communication with children, so that they feel comfortable for speak about experience and activity on line they

Today's digital era children are accustomed to advanced technology such as search material learning through site Google, temporary game traditional start abandoned. A number of characteristic Generation Digital between other:

1. They actively create accounts on social media to show their existence to world
2. The digital generation tends to be more open, honest, and has a more open mindset aggressive
3. They crave freedom and do not like to be controlled. They want to control expression self they alone, And Internet give chance for that
4. The digital generation often uses search engines such as Google or Yahoo to look for information, so they own ability Study Which more fast Because all information available in fingertip they.

Pancasila not only represents the nation's cultural values, but also is source law base national and reflect ambition in all aspect life national. Values Pancasila reflected in education character which there is in school culture, which indirectly applies the values of Pancasila in character formation in environment school. According to Asrori (2016), integration mark Pancasila in school culture can be considered a phenomenological approach consider potency participant educate, and need material which appropriate so that participant educate no experience failure. Development era, especially in field technology, own impact positive and negative on public in all over world. For minimize impact the negative, knowledge about digital citizenship become important for learners. Digital citizenship appeared in response to long-standing concerns about the ethics of computer use or social impact from technology computer (Moors, 1985). According to Ribble (2015), citizenship digital is guide which mediated to direct human behavior so that all individuals can gain benefit from public digital. Ohler (2012) state that citizenship digital is part of character education in the digital era, which involves mutual practice respect and tolerance towards others with increased supervision of public civil (Jones & Mitchell, 2016). Draft citizenship digital consists from three dimensions, namely respecting oneself and others, increasing understanding of the moment connected with person other, and protect self alone as well as person other (Ribble & Miller, 2013). From this description, it can be concluded that the implementation of digital citizenship in education important school for reduce impact negative from progress technology. Culture school become foundation main in form character learners based on values Pancasila, as well as in delivery material about citizenship digital. Pancasila, as the philosophical basis of the Indonesian state, has been established by PPKI on 18 August 1945 and included in the Preamble to the 1945 Constitution. However, because In its long history, the existence of Pancasila as the basis of the state has often become subject diverse interpretations as well as be targeted interest political to urgency and the firmness of the ruling authority in come back use of Pancasila as a basis country which Possible misused (Solomon, 2015). Surono (2015) state that Pancasila was born from the conflict between two major ideologies and then spread throughout world. Like a newborn baby from its mother's womb, Pancasila must be faced with two "monster" Which has own everything: capitalism and socialism, which each other conflicting in strength. However, Pancasila grows and develops over time, become a draft which considered in field idealism in all over world. Pancasila values are vulnerable to being eroded by advances in digital technology. Although technology digital give convenience access information and utilization potency technology in a way wide.

However impact the negative also is threat Serious especially towards the younger generation, who are vulnerable to being influenced by non-normative behavior that can destroy their spirits. False information spread through the media digital can disrupt various aspects of life, including economic, political, socio-cultural, even can disturb national peace. Therefore, Indonesia needs to be careful dependence on the digital world which can endanger society and the nation, and strengthen values Pancasila is wrong one method for do it. According to race millennial, the existence of Pancasila can be a basis for identify limitation in accept influence external Which potential dangerous and no ethical. Pancasila ideology, with its first principle emphasizes "Divinity The

Almighty One," has the potential to remind millennials that God is the center of everything. According to Taspcott (2008) as quoted by W et al. (2020) in his book "Grown Up Digital", the population can be divided into several group demographic, that is: (1) Generation prebaby boomers Which born before year 1945 (2) Baby Boom Generation born between 1946 and 1964. (3) Baby Bust Generation (Generation the Baby Boom (Generation Y) with a birth range between 1977 and 1997. (5) Generation Z was born between 1998 and 2009. (6) Generation Alpha (Taspcott, 2008) which born in 2010, also known as Generation A. Generation Y, also known as the Millennial Generation, born between 1977 and 1998. In 2008, the Y is between 21-29 years old. They have been used to interacting with technology ever since born. Suryadi (nd) state that there is 8 characteristics which owned by generation millennials, namely: "Generation Y is interested in technology, likes to explore, is active, has high level of creativity, not afraid of innovation, has brilliant ideas, is intelligent and trustworthy. In side other, eight characteristic the negatives inherent in Generation Y are individualism, boring, selfish, different, impatient, carefree, commitment and loyalty fragile, and difficult Serious."

Based on the current situation, millennials face a number of problems significant, both now and in the future. First, easy access to information through social media and a lack of effective regulation has led to the spike in deployment fake news, hoaxes, and that content no in accordance with the standard regulations. Apart from that, materialism, hedonism, pragmatism, and transactional approaches is a challenge in itself millennials (Rahma & Dewi, 2021). As a result, life they often time tend free from base spiritual, moral, or religion. Along with rapid technological developments, regulations government and process licensing tends to be slow in adjust oneself with development that technology. As a result, regulations often only enforced after emergence a lot of problems or after negative effects of Such developments are becoming too conspicuous to society. although technological developments are very necessary, however impact negative from technology also must noticed in a way serious. Every day, we all endeavor for find innovation which can become solution for various problem which we face (Ahmad, 2020). Research conducted by the healthy foundation in 2017 and presented in the same work (W et al., 2020) states that Work-related problems can increase the risk of developing various conditions health conditions such as cancer, diabetes and heart disease in the future. Problem- problem in work, relationships, and family influence people who in their 20s and 30s. Overall, these trends are associated with increased stress long-term, anxiety, depression, or decreased quality of life. Millennial generation tend to have problems managing emotions (Health Foundation: 2017, in Wet al., 2020). Millennials are often obsessed with emotions that they find difficult to control when face it. This can be seen from their difficulty in feeling satisfied on social media or for control self they alone Because influence technology which keep going develop. Nevertheless, people millennials still need support from people nearest and figure religion for help they overcome problem in their life. Clan millennial need develop a strategy new which can regulate their use of the internet and social media so they have more restrictions good in face emotion they. Pancasila and generation millennial are two matter which no can separated. Imbalance social moment this caused by lack of understanding generation millennial to values Pancasila, which is part integral part of Indonesian society. Indifference to these values is often the case cause uncertainty and confusion in undergo life daily. Era digital must treated with Serious, with role which controlled and controlled by technology which in accordance. Education must be main means for understand, learn, and use technology correctly and wisely. Children and teens need to understand the good and bad of this digital age, and parents should too play an important role in guiding their children's technology use. Government too must involved in a way active in manage era digital this, especially in sector like political, economy, social, culture, and security defense. Matter this involve development platforms which help work man, understand the benefits as well the risks, as well using technology effectively effective and productive for reduce impact the negative. POLEKSOSBUDHANKAM is fields that are very involved in managing the digital this era.

According to Setiawan (2017), the decline in moral values is a serious problem for the government and society, but it's hard to stop in today's digital era. In the midst of difficult information age trends controlled, challenge the no easy. As step for overcome this problem, there is an effort for adopt basics social modern, which involve aspect external factors such as capital, technology, science and skills. When other cultural values begins to sink in as the freedoms we enjoy increase, it is important to aware of the need for direction on how to understand and apply Pancasila. This is a regeneration process that will occur in the next few years. This regeneration is a natural process that needs to continue. The new generation of the moment It is experiencing a struggle similar to the struggle for independence. Response to various experience, challenge, and issues important can diverse to aspiration dream of independence. Implementation of Pancasila values through school culture in the digital era aims to strengthen the character of a nation that respects the noble values of Pancasila. A number of results and discussion related matter this includes:

1. Enhancement awareness will values Pancasila: With apply values Pancasila in culture school, children will

more easy understand and appreciate it values the, so that awareness they will importance values the increase. How values Pancasila can applied in life daily in environment family

2. Use of Social Media: Social media can be an effective tool for spreading the word values Pancasila. School Can utilise platformmedia social for share educational content which relevant, like quote, videos, or article about Pancasila, which can increase awareness And understanding student to the values
3. Virtual Community Formation: Formation of a dedicated virtual community to discuss and apply the values of Pancasila can be an effective means in era digital. Online discussions, forums, or study groups can be used for activate students and teachers in sharing related experiences, thoughts and ideas with values Pancasila.

However, it is important Also For recognized that implementation of values Pancasila through school culture in the digital era also faces challenges, such as information risks Which No accurate, lack of supervision to content on line, or gap digitalbetween students. Therefore, careful thinking and the right strategy are needed overcome this challenge. The growth of technology in the era of globalization has positive and negative impacts which cannot be avoided. The negative impacts can be reduced with education digital citizenship which can integrated into in school culture, without leave values Pancasila which sublime. Education character in digital era applied by strengthening the values of Pancasila, which includes religiosity, nationalism, independence, mutual cooperation, And integrity, in accordance with Minister of Education and Culture Regulation Number 20 Year 2018 about Strengthening Education Character On Unit Education Formal. Digital citizenship, as the practice of behaving in a respectful and respectful manner tolerant to person other with increase supervision from public civil, in accordance with Pancasila values such as divine values, humanity, unity, people, and justice Which reflected in culture school. Although technology digital bring great benefits from various fields, still each application presents challenges. Progress era and technology should strengthen flavor Love we to Indonesia by being aware of the information which are available. Important for we as inhabitant country Indonesia not to judge other people before we understand the situation. Therefore That, important for integrate values Pancasila in education and culture school as a basis morals and ethics in face challenges from technologydigital in this era.

Conclusion

Technological advances in the era of globalization have positive and negative impacts which not avoided. Nevertheless, the impact is negative can be reduced with exists education citizenship digital in school, which in a way no direct integrated into school culture without ignoring the noble values of Pancasila. Civic education digital is character formation in era digital (Ohler, 2012). Character education in the digital era is carried out by applying values Pancasila. This values covers religiosity, nationalism, independence, mutual cooperation, and integrity, which arranged in Minister of Education and Culture Regulation Number 20 Year 2018 about strengthening character education in formal education units. Digital citizenship, as the practice of behaving with mutual respect and tolerance towards others, can be enhanced through oversight by other civil society (Jones and Mitchell, 2015). All of this is in accordance with Pancasila values such as divine values, humanity, unity, populist, and justice which embedded in culture school. For this reason, the author advises readers to implement and foster a sense of nationalism in this digital era.

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