



INCREASING NUMERATION IN CHILDREN AGED 6-12 DUE TO GADGET ADDICTION IN SILEBO-LEBO VILLAGE

Nur Medina¹, Novika Danisa²

^{1,2}Elementary School Teacher Education, Universitas Muhammadiyah Sumatera Utara

Email: ¹nurmadina681@gmail.com, ²novikadanisa13@gmail.com

Abstract

This article aims to determine the impact of using gadgets in early childhood and implementing solutions to the impact of using gadgets on early childhood. Gadgets are media that are used as modern communication tools. Gadgets make it easier for human communication activities. Now communication activities have developed increasingly more advanced with the emergence of gadgets. In the psychology of early childhood development is said to be a child aged 6-12 years. The activity method used is direct observation of field diving by observing phenomena that occur in the community and school environment in the village of Silebo-lebo. The results of the study show that gadgets have an impact on early childhood social development. Excessive use of gadgets will have a negative impact on children's social and emotional development. The solution to the problem of using gadgets in early childhood is by limiting the use of gadgets, supervising children in playing gadgets with parental figures who play a very important role and providing the right time schedule when children play gadgets, so that gadgets cannot hinder early childhood social development. . Apart from that, the solution that the author has come up with is to invite students to do calistung activities that focus on increasing numeracy by applying the latest methods and media to make children more interested in learning. Supervise children playing gadgets with parental figures who play a very important role and schedule the right time when children play gadgets, so that gadgets cannot hinder early childhood social development. Apart from that, the solution that the author has come up with is to invite students to do calistung activities that focus on increasing numeracy by applying the latest methods and media to make children more interested in learning. Supervise children playing gadgets with parental figures who play a very important role and schedule the right time when children play gadgets, so that gadgets cannot hinder early childhood social development. Apart from that, the solution that the author has come up with is to invite students to do calistung activities that focus on increasing numeracy by applying the latest methods and media to make children more interested in learning.

Keywords : Gadgets, social development, numeracy in children aged 6-12 years

Introduction

In today's global era, we often encounter young children whose daily lives are busy playing gadgets without hanging out with their peers. Even though early childhood is in a period of very rapid development (Uce, 2017). Gadgets are sophisticated items that are created with various applications that can present various news media, social networks, hobbies, and even entertainment (Widiawati and Sugiman, 2014). According to Mardhi (2015) smartphones can be used as a means to increase students' knowledge about technological advances so that students are not said to turn a blind eye to progress in the era of globalization. Students can access various educational information using gadgets. As used to find various information about material that is considered difficult.(Kurniawati, 2020).

Gadgets are media that are used as modern communication tools. Gadgets make it easier for human communication activities. Now communication activities have developed increasingly more advanced with the emergence of gadgets. Gadgets are small electronic devices that have specific functions. Among them are

smartphones such as the iPhone and Blackberry, as well as netbooks (a combination of portable computers such as notebooks and the internet). (Sianturi, 2021). The tendency for children to use gadgets for too long and use them inappropriately will make a person indifferent to the surrounding environment both in the family environment and in the environment where he lives. This indifference causes a person to be shunned and even feel alienated by his environment. Children's behavior in continuing to use gadgets has both positive and negative traits. (Abdulative & Sustainable, 2021). Researchers have also proven the high use of gadgets in children which of course affects children's development, both physically and mentally. (Chusna 2017).

In the opinion of Hasanah & Kumalasari (2015) if students often use gadgets excessively, problems will arise in their learning process. This is in line with Saroinsong (2016) which suggests students who frequently use gadgets can harm their interpersonal skills. Another impact that will affect student learning achievement is that instead of having to study, students prefer to rely on gadgets (Harfiyanto et al, 2015). (Kurniawati, 2020). The tendency for children to use gadgets continuously for too long and use them inappropriately will make a person indifferent to the surrounding environment both in the family environment and in the environment where he lives. This indifference causes a person to be shunned and even feel alienated by his environment. Children's behavior in continuing to use gadgets has both positive and negative traits. (Abdulative & Sustainable, 2021).

In addition, children who are addicted to gadgets will have difficulty socializing. The goal of children's social development is to help and make it easier for children to start socializing with people who are around them, namely parents, teachers, siblings, and peers, and to help children get along with the new environment in which they live. Social development in children is very beneficial for children, with this social development, it will be easier for children to interact and socialize with their surroundings. The benefits of social development for children include: being able to foster a friendly attitude, children being able to be patient when waiting their turn, being able to respect the differences in opinions of their friends, children being able to resolve conflicts together, and being able to behave according to the rules. (Hurlock 1998). (Abdulative & Sustainable, 2021).

In addition to the negative impacts, the use of gadgets also has a positive side for early childhood. The positive impacts that can occur from the use of gadgets include making it easier to hone children's creativity and intelligence when they want to learn. Like the application to learn to read, color, and write letters. That way children don't need to need more time and energy to learn to read and write in books. Children will also be more eager to learn because the applications in it are usually accompanied by very interesting pictures. From that also, the ability to imagine is also increasingly honed. (Abdulative & Sustainable, 2021). Giving smartphones to children is the beginning for children to get acquainted with digital technology (Wulansari, 2017). However, the use of gadgets that are too long and excessive will have a significant negative effect on children. They will prefer to keep staring at the gadget screen and enjoy the features in the gadget, so that children's interest in learning at school is likely to decrease, besides that they will forget the fun of playing with their peers and they will be more engrossed with gadgets/gadgets.

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Research Methodology

The method that I use is the method of observing or observing the targets of the work program theoretically and partially where in this case several work program proposals will be submitted theoretically, namely providing technical material, tips and solutions accompanied by hands-on practice where the participants are students of SDN 101920 Silebo -lebo, namely children aged 6-12 in Silebo-lebo village can be directly involved in the proposed work program, so that the development of education for children is more productive.

Result & Discussion

In the village of Silebo-lebo, there are several problems, especially in children aged 6-12 years who are addicted to gadgets/gadgets after going through the Covid-19 pandemic, where children aged 6-12 years have started to show their dislike when their parents forbid them not to play their gadgets, and children who are addicted to gadgets have difficulty socializing. Basically, gadgets are created for the convenience of consumers in using communication media. The definition of communication according to Laswell (West and Turner, 2007) is a process that explains who, says what, with what channels, to whom, with what results or results, gadgets when viewed through Laswell's communication model, are media in conveying messages between communicators and

communicants. . It can be concluded that the gadget is a medium for communicating with the aim of facilitating human communication activities in social interaction.(Sianturi, 2021).

Gadgets are sophisticated items that are created with various applications that can present various news media, social networks, hobbies, and even entertainment (Widiawati and Sugiman, 2014). According to Mardhi (2015) smartphones can be used as a means to increase students' knowledge about technological advances so that students are not said to turn a blind eye to progress in the era of globalization. Students can access various educational information using gadgets. As used to find various information about material that is considered difficult.(Kurniawati, 2020).

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In the opinion of Hasanah & Kumalasari (2015) if students often use gadgets excessively, problems will arise in their learning process. This is in line with Saroinsong (2016) which suggests students who frequently use gadgets can harm their interpersonal skills. Another impact that will affect student learning achievement is that instead of having to study, students prefer to rely on gadgets (Harfiyanto et al, 2015).(Kurniawati, 2020). The tendency for children to use gadgets continuously for too long and use them inappropriately will make a person indifferent to the surrounding environment both in the family environment and in the environment where he lives. This indifference causes a person to be shunned and even feel alienated by his environment. Children's behavior in continuing to use gadgets has both positive and negative traits.(Abdulative & Sustainable, 2021).

In addition, children who are addicted to gadgets will have difficulty socializing. The goal of children's social development is to help and make it easier for children to start socializing with people who are around them, namely parents, teachers, siblings, and peers, and to help children get along with the new environment in which they live. Social development in children is very beneficial for children, with this social development, it will be easier for children to interact and socialize with their surroundings. The benefits of social development for children include: being able to foster a friendly attitude, children being able to be patient when waiting their turn, being able to respect the differences in opinions of their friends, children being able to resolve conflicts together, and being able to behave according to the rules. (Hurlock 1998).(Abdulative & Sustainable, 2021).

In addition to the negative impacts, the use of gadgets also has a positive side for early childhood. The positive impacts that can occur from the use of gadgets include making it easier to hone children's creativity and intelligence when they want to learn. Like the application to learn to read, color, and write letters. That way children don't need to need more time and energy to learn to read and write in books. Children will also be more eager to learn because the applications in it are usually accompanied by very interesting pictures. From that also, the ability to imagine is also increasingly honed.(Abdulative & Sustainable, 2021). However, the use of gadgets that are too long and excessive will have a significant negative effect on children. They will prefer to keep staring at the gadget screen and enjoy the features in the gadget, so that children's interest in learning at school is likely to decrease, besides that they will forget the fun of playing with their peers and they will be more engrossed with gadgets/gadgets.

Therefore, the solution that the author is doing for the problems of children aged 6-12 years in the village of Silebo-lebo, namely by inviting children aged 6-12 years to study together, especially increasing the numeracy of children aged 6-12 years, in order to distract children from playing gadgets by creating the teaching and learning process is fun, so that the child's focus on gadgets is diverted by learning numeracy that is fun. Numeracy is the ability to think using mathematical concepts, procedures, facts and tools to solve contextual problems in everyday life that are appropriate for individuals as good citizens (Mendikbud 2020). Numerical abilities can be used as capital for students in mastering other subjects (Nehru 2019).(Rohim et al., 2021).

Numeration according to the Minister of Education and Culture, (2020) is an ability that can solve contextual problems in everyday life by using thinking concepts, facts, procedures, and mathematical tools to create individuals who can explain the use of mathematics in life. So that students' abilities in implementing numeracy should be mobilized so that students understand and are able to get through problems in their lives using numeracy.

The purpose of numeracy is to hone and strengthen students' numeracy knowledge and skills in interpreting numbers, data, tables, graphs and diagrams.(Latifah & Rahmawati, 2022).

According to Maulidina, (2019) the notion of numeracy is the ability to apply number concepts and numeracy skills in everyday life, such as when carrying out work in the community, in social life, and the ability to interpret information around us. In this numeracy ability focuses on students' ability to analyze, solve problems, formulate problems, convey ideas, give reasons and interpret problems in various situations and forms. So that students' abilities in implementing numeracy should be mobilized so that students understand and are able to get through problems in their lives using numeracy.(Latifah & Rahmawati, 2022). The results of the study show that gadgets have an impact on early childhood social development. Excessive use of gadgets will have a negative impact on children's social and emotional development. As Imron (2017) said, a child who is often in contact with gadgets can affect social-emotional development.

Achievement of Results The activities carried out for 120 minutes per meeting were able to achieve the indicators that had been designed previously. The students felt happy with this calistung activity, moreover its application with the latest methods and media made children more interested in learning. The existence of games applied in this learning media makes children interested. Students are also equipped with general insights about what they get while studying. The supporting factors for achieving the results of this research were that all activities carried out by the researchers received permission from the village head and were well received by residents around the research location. Likewise with the children of Silebo Lebo Village who are willing to participate in carrying out this activity.

The obstacle encountered during the research was that not all work programs that had been made by researchers could be carried out as expected. The main factor that makes this work program not run as it should be is the addiction of children to playing gadgets/gadgets, especially children aged 6-12 years after going through the Covid-19 pandemic, where children aged 6-12 have started to show dislike when their parents prohibit not playing gadgets, and children who are addicted to gadgets have difficulties in socializing so this makes learning interest decrease. As for efforts to overcome the obstacles faced by researchers, a new idea emerged, namely by inviting children aged 6-12 years to study together, especially increasing the numeracy of children aged 6-12 years, in order to divert children from playing gadgets by creating a fun teaching and learning process, so that the child's focus on the gadget distracted by the fun learning of numeracy.

Conclusion

Based on the discussion above, it can be concluded as follows: Gadgets are media that are used as modern communication tools. Gadgets make it easier for human communication activities. Now communication activities have developed increasingly more advanced with the emergence of gadgets. Gadgets are small electronic devices that have specific functions. Among them are smartphones such as the iPhone and Blackberry, as well as netbooks (a combination of portable computers such as notebooks and the internet).(Sianturi, 2021). In psychology, early childhood development is said to be a child aged 0-6 years. Growth and development are considered by giving good treatment in the form of preschool age education or school education in the early elementary school (SD) classes. Early childhood is a child aged between 3-6 years. The impact of using gadgets on the social development of early childhood has positive and negative impacts. The solution for gadget addiction to early childhood social development is to limit use, set a schedule, set a good example, set a gadget-free area at home and tell them about the dangers of using gadgets for too long.

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