



THE ROLE OF TECHNOLOGY AND MEDIA IN LEARNING FOR ELEMENTARY SCHOOL STUDENTS IN CITIZENSHIP EDUCATION LEARNING

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Abstract

The most important problem with technological progress lies in the ability of human resources to apply it, especially in the learning process. The role of educational technology in learning and educating citizens is very necessary, especially in the learning process, teachers as learning instructors must of course have learning methods such as using technology-based learning media. The use of learning media in the teaching and learning process has the function of generating new desires and interests in students, increasing learning motivation and even having an impact on student psychology. This research aims to determine the role of technology in the world of education. This research uses qualitative research, namely looking for research sources by collecting various sources of library data. The results of the study illustrate that technology and media in education have an important role in learning and help solidify knowledge in students' minds and enliven lessons that help students easily absorb knowledge. The benefit of using this media is that it can attract students' attention and help them understand the material more easily. During the learning process, teachers can provide learning materials using facilities such as projectors, audio-visual equipment, developing educational games, this is done in such a way that it makes it easier for students to absorb or accept the material provided by the teacher and the learning process becomes more effective. This is the importance of using digital technology in civic education learning because this education has certain goals, such as instilling the values of the Pancasila ideology.

Keywords : Media, technology, students, citizenship education

Introduction

Technology is something that is not new but has been around since the 80s so that the 21st century is called the digital era. Currently, the use of technology has become a necessity for minors and adults. In the 21st century or more precisely in the current era, technology is increasingly important and even necessary for everyone, even in learning the use of technology is very important and necessary, in order to activate motivation. so that students have an interest in learning so they have learning skills and students innovate from these learning activities. According to Capra in 2004, technology is a systematic discussion of applied arts or carpentry. This refers to literature from Greece which alludes to Technologia which comes from the word techne which means discourse on art. Meanwhile, according to the Big Indonesian Dictionary (KBBI), it is a scientific method used to achieve practical goals, and is an applied science. Learning skills using digital technology will really help students acquire and improve life skills more quickly, and educators can easily develop learning materials. According to the scientific approach, this shows that we as students must follow developments in science and digital technology. Because the most important problem with technological progress lies in the ability of human resources to apply it, especially in the learning process. Therefore, one form of developing basic human values with their rights and obligations can be conveyed in the subject of Citizenship Education for elementary school students, because it contains Citizenship learning in elementary schools is important because it will develop students into knowledgeable and capable citizens. exercise their rights and responsibilities. Apart from that, citizenship learning

also helps students become human beings with noble character, adhere to patriotic values, and interact well with teachers and friends. Citizenship education has a very important role and function in instilling the values of the Pancasila ideology, where basic human values and personality are of course the basis for the concept of world citizenship which is of course in accordance with the objectives of Citizenship Education. Through Citizenship Education, it is hoped that it can form the main personality of young citizens who are intelligent, good and reliable. To be able to form global citizens who are intelligent, good and reliable, they must have two characteristics, namely an attitude that cares about the condition of society and an attitude that can make changes. better. Hidayat, et al (2020).

In the world of education, of course, learning media is used to encourage the learning process from the messages that will be conveyed by teachers to students. The existence of a particular media is used to facilitate the delivery of information, so that the information sent by the information provider can be conveyed well by the recipient. Media is a tool for conveying or channeling learning messages. According to Fatria (who in Diahratri, 2022) media is anything that can be used to channel messages and can stimulate the mind, can arouse students' enthusiasm, attention and will so that it can encourage the learning process in students. Thus, from these various opinions it can be explained that the media is an intermediary that conveys messages or information in the communication process between the giver of information and the recipient of the message. Media can be videos, images, books, texts or television. Media can also act as a means of communication, a means of expressing opinions, helping overcome limitations of space, time and sensory power, as a means of relaxation or entertainment, as a means of social communication, and also as a means of communication. Learning media gives students interest in understanding learning material to develop the knowledge they already have. According to Kemp and Dayton, 1998 (in Trisiana, 2020) reported a number of research findings that highlight the positive impact of using learning media in the classroom as follows: the delivery of the learning process becomes more standardized; Learning can be more fun; Learning becomes more interactive; Study time may be shorter; The quality of learning outcomes can be improved if they are mainstreamed; Learning can be done anytime and anywhere; Can increase students' positive attitudes; The role of teachers can develop in a more positive direction. To obtain quality learning materials so that they can have a meaningful impact on the teaching and learning process, it is necessary to select and plan the use of good and appropriate learning materials. Choosing the right learning materials makes the use of learning materials effective and not in vain if applied. Media selection criteria start from the concept that learning media is part of the overall education system. Effective learning media are visual media such as photos about deliberations regarding citizenship, Pancasila posters, pictures, maps, graphs, and films or video displays, animations that can be turned on with audio that contain the moral values of civic life, frames and others that can be packaged. well so that it can attract attention in the teaching and learning process activities, because students will not get bored during the learning process so that the role of technology and media can be conveyed well. Apart from that, by inserting game education media components in citizenship learning, student learning outcomes through the development of game education media in citizenship learning can still be achieved according to existing learning objectives.

Research Methodology

The method used in this research is library study. And from various written references, both journals and books related to the implementation of the role of technology and media in learning for elementary school students in citizenship education lessons obtained from statutory regulations, books and journal reviews related to the material discussed. The research method is a scientific method used by researchers to collect data with the aim of processing it to obtain scientific analysis. Sugiyono., (in Gunawan, RZ, & Najicha, 2022) states that the qualitative research method is a research method used to examine the condition of natural objects where the researcher is the key tool. The source of this research is taken from factual data, with a focus on citations of published articles and accredited journals. The library study research in this research was carried out through the process of reading, concluding and developing the data obtained as research material.

Result & Discussion

Technology-based learning media can help develop elementary school students' creativity because it can attract students' attention, help them absorb lesson material, and assist them in interactive learning. Technology-based learning media can help develop elementary school students' creativity because it can attract students' attention, help them absorb lesson material, and assist them in interactive learning. Utilizing media as a source and support for learning can be done by using the effectiveness of visual media as a source and support for innovative learning. The use of media and sources is expected to stimulate students' thoughts, feelings, interests and attention

so that the learning process can run well. Apart from that, the learning process will be more effective because citizenship learning as a source and support for learning makes it possible to overcome communication barriers between teachers and students. It is like experiencing the learning process in class with visual aids that are lively, fun and lively and easy for students to understand, because individual and collective achievement assessments can be carried out from the same perspective by educators and students. solutions in civic education learning, where technology can support learning, for example images which often contain graphic images and printed images such as paintings or photos that show the external appearance of an object, diagrams that show the relationship between concepts, organization and structure of material content. Pictures play a very important role in the learning process, they can help you understand better and strengthen students' memory. Visuals also increase student interest and can connect lesson content with the real world. Examples of citizenship learning include showing a picture of the Pancasila logo. Hidayat, et al (2020). The use of visual media can increase motivation to learn Civics. The advantage of using video media is that it increases memory retention for the rescue learning objects being studied. The advantage of video media in Civics learning is that it can display images and sound simultaneously, so that it is not just a single sensory tool that functions to capture information, but video can also create abstract documents in a natural form. can become a reality so that students become enthusiastic and happy to participate in learning. For example, showing a video about Pancasila and its application in everyday life. The advantages of learning media in the learning process are as follows:

1. Learning media can clarify the presentation of messages and information to facilitate and improve the learning process and outcomes
2. Learning media can increase and direct students' attention, create learning motivation, more direct interaction between students and the environment, and create opportunities for students to learn independently based on abilities and interests
3. Learning media can overcome sensory, space and time limitations, such as for elementary school children with special needs
4. Learning media can provide students with shared experiences about events that occur in their environment, while also allowing for direct interaction with teachers, their community and their environment, for example through the importance of deliberation to reach consensus with colleagues in discussion groups regarding the election of class leaders. leads to civilized solutions to problems by maintaining solidarity, unity and oneness.

Therefore, educators' skills in utilizing learning technology need to be developed. because the challenge of the current millennial era is to make information easily accessible so that students can learn and understand more easily through the role of sophisticated technology, now and in the future. The role of technology and communication in elementary school students' learning in citizenship education is an effort to develop students' moral character. The following is a discussion in related journals regarding the role of technology and media in elementary school students' civics learning:

1. Article by Cipta, et al (2023) The role of technology and learning media is very important in the world of education, especially in the teaching and learning process. This research aims to find out what technology is used, especially in elementary schools, as a learning tool. The data collection carried out in this research was qualitative research using the literature review method. data collection techniques using books and magazines as references. So it can be concluded that animated video-based learning materials can facilitate the learning process. Students also feel more motivated and enthusiastic about learning and their curiosity about subjects increases
2. Article by Hidayat, et al (2020) Digital technology has become an educational necessity in the current era, especially in the field of citizenship education, because the citizenship education learning process is understood as a means of forming identity and love for one's country. This research uses a qualitative descriptive design. is research based on descriptive data. This research is Research and Development (R&D). The data collection techniques used by researchers are experimental and non-experimental. Variables measured in this research. The research results show that Civics learning is less effective, generally using the lecture method. This is where technology plays a role as a solution to these problems, where problems include images, sources, videos and other problems
3. Article by Trisiana, A. (2020). The digitalization of learning materials in the world of education is increasingly real. The aim of this research is to analyze the improvement of citizenship education learning through digitalization of learning materials. This research uses qualitative research methods, using inductive analysis of data. The results of the research show that digitalization of learning materials contributes to strengthening civic education. The point of view of this research is that digitalization of

learning media in the pandemic era can increase the acquisition of skills in citizenship education, especially by aligning special forms of visualization in learning. Developing students' imagination.

From the description above, there is a lot of technology that we can use and often encounter, because studying through technology does not only require always using a projector, as evidenced by the use of pictures or other media. increase students' interest in learning. In this way, the obstacles that often arise in Civics learning can be minimized and there are no more boring things in Civics learning.

Conclusion

The role of technology and media in civics learning for elementary school students is an effort to develop students' moral character. By using effective learning media, such as audio-visual media, technology-based learning media, and information technology-based learning media, students can more easily understand the material and develop moral character. The role of technology and learning media is also very important in the world of education, especially in the teaching and learning process. Because technology and media can facilitate learning and convey information effectively. Even though educational technology has developed a lot in this era, both in terms of hardware and software, this does not guarantee the success of the teaching and learning process if teachers do not change their static (and uncreative) attitudes. Participation and the role of the media are important for the continuity of learning activities

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