

## **ICT INFLUENCE IN TEACHING AND FACILITATION OF MALAY LITERATURE FOR INCREASING 4K THINKING**

Ani Omar; Rosnidar Mansor  
*Universiti Pendidikan Sultan Idris,*  
 Tanjong Malim, Perak  
[ani.omar@fbk.upsi.edu.my](mailto:ani.omar@fbk.upsi.edu.my)

**Abstract.** The integration of technology in supporting and facilitating (PdPc) Kesusasteraan Melayu (KM) plays an important role and along with the development of the latest education. The 2013-2025 Malaysia Education Development Report, stated that efforts to improve infrastructure in education as a condition to obtain capital for deprived people, ICT needs to be further improved in the 21st century PdPc method. The preliminary study found that between the causes of deterioration in the number of students taking KM lessons and reducing bids at school was because the PdPc of KM teachers were still long and spent. In connection with the triumph or failure of the PdPc, it depends on the teacher who submitted the lesson. In this case, the teacher is not only authorized to have sufficient knowledge in the content delivered, on the contrary the teacher also needs to have knowledge and renewal in the fields of psychology, sociology and most importantly the science of pedagogy coupled with ICT proficiency. Based on the transformation in the current PdPc KM method, the ratification of the 4K transition as a spiritual, political, scientific and creative solution during the application of ICT is needed for the assistance of further KM teachers PdPc is increasingly impressive. The guide to Othman Lebar qualitative data analysis (2014) and Mohd Yusof Hassan's (2014) 4K Joint Evaluation System (SPB4K) Theory will be used as a guide. Learning in the 21st century is to produce students who are highly productive, proficient in communication, have high level of thinking skills and are proficient in the use of information and communication technology (ICT)..

**Keyword :** ICT, PdPc, Pemikiran 4K, Malay Literature

### **I. INTRODUCTION**

In line with the launch of the 2015-2025 Malaysia Education Blueprint (Higher Education) [PPPM (PT)], among which it has recommended is to boost Global Level Online Learning (Surge 9). This alternative is aimed at widening access to education, improving the quality of teaching and facilitation, reducing the cost of delivering and highlighting Malaysia's PPT in the

international arena as well as fostering lifelong learning especially among Malaysians. Integration of technology in teaching and facilitation is a combination of media applications, systems, approaches and techniques towards effective teaching and facilitation achievement. Unrestricted integration between various media in a digital environment to meet the purpose of learning environment, pedagogy, curriculum design and student learning styles (Halimah, 2005). Holmes (1999), provides the view that technology integration in teaching and facilitation requires teachers who are flexible and flexible in using technology with daily teaching methods with subjects taught. The key element in integrating technology is the understanding of teachers on the content of teaching and the implications of technology. It is no exaggeration to say that the 21st century teaching and facilitation refers to some core competencies, namely collaborative, digital literacy, thinking skills and problem solving. They are expected to create, communicate, collaborate and digitize as well as have the pure values as recommended in the National Education Philosophy of humanity in physical, emotional, spiritual and intellectual aspects (JERI). In relation to that, changes in the 21st century education system require the involvement of teachers and students using information and communication technology (ICT) to develop efficient and quality human capital.

### **ICT Application in Teaching and Facilitation Malay Literature**

Integration in technology in teaching and facilitation Malay literature plays an important role and in line with the latest education developments. Through the Early Childhood Education Blueprint Report 2013-2025 (2012), efforts to improve technology infrastructure in education in preparation for the creation of an ICT-literate human capital should be further enhanced, especially in the 21st century teaching and facilitation method. In this regard, present-day Malay Literature teachers need to be broad-minded and open in line with the rapid development of ICT technology. Therefore, in their practice of teaching and facilitation, they must undergo a transformation of the old-fashioned pattern

of teachers to student-centered practices by practicing various applications through ICT technology such as blogging, animated creativity, audio materials, interactive games, 'Google Plus', 'BaseCamp' , 'Quizlet.com,' Lesson Paths', 'Voki', 'PowToon', 'Power Point Interactive' and many more apps aimed at not only facilitating and enhancing the Malay Literature teacher's teaching and facilitation method and making it more effective and engaging. The current scenario that shows the number of students taking the subject of Malay Literature has been declining and the lack of encouragement from various parties to spark the subject makes research necessary to address this problem. The initial study found that among the reasons for the decline in the number of students who took this subject and the lack of supply in the school was because the Malay Literature teacher's teaching and facilitation method was still in the old and rather boring.

Preliminary study also found that the creativity in teaching and facilitation practice of teachers can attract students to follow teaching and facilitation activities in the classroom because they are not bored and easier to understand the contents of the teaching to be delivered by teachers in various genres of Malay Literature such as novels, short stories, hikayat, poetry modern and traditional poetry. For example the audio app in teaching and facilitation can provide an interesting experience to the students as the accurate picture can be obtained more effectively. Interactive games are ideal for answering quiz questions in Malay Literature. Indirectly such interactive games can attract students to answer the questions they have provided as opposed to the old method that teachers are asking students to copy questions and answer them. It is not too much to say that the technology based Malay Literature teaching and facilitation is able to transfer information from a static textbook to a more attractive learning pattern. Indirectly the absence

of students taking this subject will come true in line with the needs in the current job market. This is because the subject of Malay Literature not only creates the students as high-human human beings, but it can also foster appreciation, creativity, imaginative, and rational thinking.

**II. ICT INNOVATION IN TEACHING AND FACILITATION MALAY LITERATURE FOR INCREASING THINKING**

In order to achieve the purpose of this article, the 4K aspect of the 4K mindset will narrow the intrinsic and extrinsicity of a Malay Literature work applied by teachers during the teaching and facilitation process. According to the founder of this theory, Mohd Yusof Hassan (2007) in a society, poet, author, poetry or literary work there are four elements of SPB4K namely Spirituality, Literacy, Confidence and Creativity. This theory can be used to study the field of modern Malay literature through intrinsic or internal approaches and extrinsic or external approaches. The intrinsic methods of literary works can be viewed from the aspect of themes and issues through spiritual thought. The character or human aspect through the Mindset. Background aspect or situation through the Consciousness and the technical aspects, style or style of the language through Creativity thinking. The extrinsic methods of literary works can be examined in terms of philosophy and belief through spiritual thought. Psychology and humanitarian aspects through the Mindset. Historical and social aspects through the Thinking of the Faith and from the aesthetics or the beauty of the language through the Creativity of thought.

The relevance of literary works with SPB4K theory as well as intrinsic and extrinsic methods can be explained in table 1 below:

<b>SPB4K Theory In Literary Works</b>	<b>Intrinsic Method (Internal)</b>	<b>Extrinsic method (External)</b>
<b>Spiritual Thoughts</b>	<b>Themes and Issues</b>	<b>Philosophy and Trust</b>
<b>Mastery of Mind</b>	<b>Human Personality</b>	<b>Psychology and Humanity</b>
<b>Thoughtful</b>	<b>Background and Atmosphere</b>	<b>History and Society</b>
<b>Consciousness</b>	<b>Techniques and Style</b>	<b>Aesthetics and the Beauty of Art</b>
<b>Creative Thinking</b>		

Table 1: SPB4K Theory In Literary Works (Mohd Yusof Hasan 2007: 199)

### **III. INNOVATION “MY LITERATURE” THROUGH GOOGLE PLUS APPLICATIONS**

Google Plus is a social networking browser created by Google to connect users to interact with sharing notes, experiences, links and photos. This layout is very easy to use just like twitter and facebook. This is because this software can do video chat with friends or friends through Google Plus. Students can also quickly find friends on this tour. This google plus app facilitates students to answer quizzes or examples of questions and notes related to topics taught by teachers. Therefore, the use of Google Plus is one of the simplest forms of technology applications to aid the learning process.

#### **Benefits of Google Plus Applications in Teaching and Facilitation Malay Literature**

The advantages of Google Plus apps in teaching and facilitation are "Literary Sites", where they can share with anyone. If there are other teachers or students, they can access this app using their gmail account. Furthermore, the advantages of this application are the management of the teaching of teachers is easier, organized and organized as all teaching materials have been uploaded in advance. Finally, the advantages of the Google Plus app in learning and teaching are in other variations of gadget. Students only need to download this google plus app in their respective Android Play store.

#### **Weak Google Plus Application in Teaching and Facilitation**

Every advantage is its weakness. In this regard, among the weaknesses of the google plus app in teaching and facilitating, teachers can not see student performance. This is because the app is just for uploading notes and questions only. Next, need wifi to access the internet. To apply google plus apps, teachers must ensure the internet at high speed schools to facilitate learning and teaching sessions smoothly. Finally, to access this google plus application, each student must have a gmail account to access "Literary Sites".

Her formula through teaching and facilitation based innovation "Literary Sites" in Google Plus app is that every student will easily understand what's taught. Therefore, to produce creative and critical students, teachers need to upgrade the quality of high quality ICT applications in line with the era of Google Plus

applications that can provide various advantages to teachers and students during teaching and facilitation.

### **IV. IMPLEMENTATION APPLICATION BASECAMP INNOVATION**

The Basecamp app is a very easy software as it is packed with a wide range of rooms suitable for teachers and students to conduct class discussions using computers or smartphones. Additionally, teachers can also provide training or classroom learning to students using this Basecamp application. This fact is parallel to the concept of instincts and credibility in which a person who is creative and critical thinking and bitara will always explore the new field in his life. For example, creative and creative teachers will implement innovations in their teaching and facilitation will always look for differences so that their teaching and facilitation objectives are achieved and thus make them interesting and easy to understand by their students. (Basecamp 2004). Retrieved: <https://basecamp.com/>.

The first step in implementing this Basecamp app is that students will need to download this application in their computer or smartphone. The school also can download this application in a school computer in a computer lab. This is because, this app can be used by all parties including staff and teachers. Students must register their names using e-mail in the Basecamp app. The next step is the teacher's responsibility to create a file or site for students in a class to join a site that has been created by the teacher in this application. Teacher is an admin or leader in the created site can also invite or type the name of a student to join the site that the teacher has prepared. Once a student joins a site that the teacher provides in the Basecamp app, the pupils will see the six basic tools that have been set up in this application. This basic tool is very easy to use by students and teachers. Among the basic tools available in Basecamp apps are Campfire, Message Board, To-do, Schedule, Automatic check-ins, and Doc & files. All the basic tools can be used by students.

Third, teachers need to upload notes or teaching and facilitation materials to students to read in the Doc & file section. This app facilitates teachers as students can read the notes that teachers prepare before the class begins the next day so students can understand the contents of the lesson that the teacher would like to deliver before the class begins. Teachers can also use school computer labs to run teaching and facilitation at school using this app. This tool can also be read by students if they download this app in the

smartphone. Next, on the Message Board part of the teacher can ask the pupil if there is a question to ask or practice the section. Students can also respond to questions teachers are proposing to the Message Board section.

The last step is the tools in the To-dos and Schedule sections are the basic tools that are very useful for teachers because teachers can see students who can not practice drills and worksheets that teachers give. Students who have successfully completed the worksheet should press the sign (√) button so that the teacher can know if the student is successful in doing the work that the teacher gives. Parents who download this app on their smartphones can also discover the disadvantages and advantages of their children at school.

In conclusion, in each folder or group site the pupils have participated there are some interesting and easy parts for students to do homework in the Basecamp app. This is because, the Basecamp site is filled with space for keeping notes, assignments and also the deadline of the assignment that the students need to do so that teachers can see the pupils' progress in carrying out their assignments. Today's educational innovation needs to be in tandem with the rapid development of the country's development to produce an IT literate generation. The use of this Basecamp app can provide many benefits and benefits to teachers and students.

#### **V. EDUCATION INNOVATION DISCLOSURE IN BASECAMP APPS**

Opting in to <https://basecamp.com/>, there is some interest in the spread of this Basecamp app in education. Among them is to increase student imagination. This is because, the Basecamp application consists of a range of tools that have interesting visuals. Students can also think outside the box when using this app. Furthermore, students can also improve their thinking skills when they often use computers in teaching and learning sessions. Students can think of ways to use the computer and the application provided. In addition, the interaction between teacher and student is also unlimited. This is because students can interact with teachers using this Basecamp app even outside the classroom. Students can also ask the teacher if there is a problem to ask. Apart from that, teaching and facilitation sessions will also be fun and not stressed as students use computers to learn.

Finally, the importance and benefits gained in the implementation and dissemination of Basecamp's application innovation in education is a discreet

student to ask and become an active member of the class. This is because passive students can increase their confidence by using the Basecamp app to ask the teacher and express their opinions.

The summary of the innovations and changes that take place in the field of education is aimed at producing creative and innovative human capital. In the formulation of the policy various attempts were made by the government to make it work. As managers and educators, they must understand the role and be prepared to deal with this change. This is because innovation and change will have implications in every aspect of the education program implemented. This change will also increase the quality of human capital generated by the teacher. As a guide, the Malaysian Quality System will control the direction of change. Therefore, Basecamp's application innovation is one of the applications that coincides with the transformation shift in the education sector that the government wishes to achieve ahead of Vision 2020.

#### **VI. APPLICATION QUIZLET.COM**

Quizlet.Com is a website that provides online learning aid for students and teaching aids for teachers. This website, based in San Francisco, California, USA, was developed since 2005 by a 15-year-old boy. He initially developed this site for his personal purposes while he was in French class; to make it easier to learn the French vocabulary. After that, he shared this site with his friends, and from then on, the site has grown rapidly. (The Quizlet story: <http://quizlet.com/mission>, Sept. 10, 2018.

Today, Quizlet.Com has become very popular and is one of the world's most popular educational destinations. Millions of students and educators around the world use this site. The Quizlet.Com service is free (except for additional functions), however, for more detailed functionality, such as adding photos from personal storage, no ad interruptions, forming unlimited online classes and some other privileges, Quizlet.Com is accessible online at <http://quizlet.com/>. Quizlet.Com can also be used by downloading apps to tablets and smartphones (smart phones) that have an operating system (OS) android (play store) or Apple iOS (app store) for free.

#### **VII. QUIZLET.COM INNOVATION IMPLEMENTATION**

In general, Quizlet.Com functions as a medium or aids in the teaching and facilitation process where students are free to choose a lesson (known as a set of lessons) to learn, while the instructors can build their own set

of lessons according to the relevance of the topics taught. Quizlet.Com provides a space with various rules and themes to be chosen by students and teachers themselves. The teaching and facilitation application with various rules and themes provided is appropriate to create a learning module that focuses on remembering words or facts. There are several themes used in this application among others are: -

1) Find it serves as a search engine (search engine) for the entire contents of the lessons contained in Quizlet.Com. This function is ideal for students or instructors who want to get any learning modules developed by any Quizlet.Com user without registering. Not only that, a set of searchable lessons, even everything related (group name / class / user) with quoted keywords will be displayed.

2) Create it works as a button to start building a module (or set of lessons) separately. Students or instructors can build and organize lessons according to their own needs, and need to register as a member of Quizlet.Com for free, and follow some other resolutions as pictured below:

Step 1: Make your set: in this rule, students or instructors need to fill in the details of the lessons to be developed such as; title, brief description of title, language choice (multilingual available) and lesson content, ie; words and pictures if any, or description (definitions) relating to the word.

The Add Image function is limited to existing images in access placed on the site except for paid members and registered subscribers annually as described earlier. Meanwhile, Data Import Functions are to include the information or the contents of the lessons that have been provided in the form of Microsoft Words documents or otherwise easily and quickly.

Step 2: Create account: module development (or better known as lesson set form) can only be proceeded with account registration through this rule. The registration option is either via a Facebook account, Google or the required details.

Step 3: Extra features: after registration is done, users will be given the option, either to continue using Quizlet.Com for free or to make a subscription for additional exciting functions.

Step 4: Study your set: after that, users can start accessing the lesson modules developed for a while. Private lessons can be implemented by students, and educators can also begin using them in the teaching and facilitation process in the classroom.

Through modules or set of lessons that have been developed, students and instructors are given several options or ways to use the app, such as; Flashcards, Learn, Speller, Tests, Scatter and Space Race. Flashcards serve as a memorization process and remember the words. Learn works as a test of fluency

and memory based on the pictures or explanations provided. Next, Speller works as a test of hearing and pronunciation of the word correctly. Test includes all forms of testing that are automatically compiled by Quizlet.Com, such as multi-choice question questions, pictorial questions, empty places and others, as well as test results provided directly upon completion. Scatter is a language game where words need to be adapted to their pictures or descriptions as soon as possible, (can be adapted to the genre of Malay Literature) as there is a time to set. Space race is also a language game that tests spell competencies and observes words. These functions make Quizlet.Com very interesting and able to make PdP process easier and faster. Literary teachers can improve by incorporating literary elements for example to identify the types of language styles such as personification, metaphorical, afifora, alusi and so on when teaching a poem such as the poem "Kata Bukit Kepada Jendolak" by Faizal Said.

#### **VIII. INNOVATION DISCLOSURES TO THE TEACHER**

The spread of this innovation can be seen from different angles. The first corner is the spread of innovation use to other teachers. This dissemination can be done by conducting a transformation course. This transformation course is a special course for teaching new e-learning to teachers on application usage in teaching and facilitation. Additionally, teachers can also share new information about this e-learning by using a telegram app where all teachers can follow the in-app group.

#### **IX. INNOVATION DISTRIBUTION TO THE STUDENTS**

Subsequent dissemination, teachers can also share information to students on the topics discussed in the classroom through this innovation by using WhatsApp app or telegram as almost all students have their own WhatsApp account. This makes it even easier to spread the use of this innovation. Additionally, applications involving teaching and facilitation like this also give students more space to use it, not just in the classroom, even accessible anywhere as long as it has internet connection. Additionally, today, all classes, especially students, have smart phones, and this Quizlet.Com application can also be downloaded to the phone. This is because, the teacher can send a link in WhatsApp app and the student can do the exercises given through the innovation of the Quizlet. Even teachers can also monitor remotely on the involvement of pupils to answer the exercises given based on the charts of student engagement in the Quizlet.

Its summary based on the description and implementation, clearly shows Quizlet.Com or play and score is able to give a more interesting and fun teaching and facilitation approach. Students are not just easier to understand the lessons, they are even more active and enthusiastic. Additionally, applications involving teaching and facilitation like this also give students more space to use them, not just in the classroom, even accessible anywhere as long as they have internet connection. Additionally, today, all students, especially students, have smart phones, and this Quizlet.Com application can also be downloaded to the phone. This ensures their access to the app anytime, and most importantly, is the constant encouragement of teachers. It is no exaggeration to say that this innovation will improve the minds of 4K teachers – spirituality thinking, mental thinking, thoughtful thinking and instinctive thinking.

#### **X. CONCLUSION**

The implementation of such innovation is important. This is because, the idea of creating something if not implemented is just as doing a vain act. Therefore, the implementation of innovation in teaching and facilitation of Malay Literature subject using various ICT application software is a step that can make this subject more recognizable in the eyes of the world. This is in line with the thinking of nature. That is a bit of a human being for the good of the ummah. In line with the transformation of national education in Malaysia's Education Development Plan (2013-2025). The Ministry of Education has placed the Internet as an important media to assist in the exploration of knowledge in the era of knowledge-based explosions. Hence, the advancement of information technology has increased the use of internet, networking and networking in education that creates new learning environments that are more flexible in terms of time, place, method, and teaching and learning materials. It coincides with the thinking of creativity and creative thinking. That is logical and creative thinking in line with the demands of time where information can be achieved by "pushing the butan at the fingertips". Accordingly, the researcher acknowledged UPSI, particularly the Research and Innovation Division (RMIC) for the granting of university grants to justify the article being implemented.

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