

# Development of Javanese Language Card Media to Recognize Javanese Sentence Structure for Grade 5 Elementary School Students

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## ABSTRACT

This research aims to produce a Javanese card media "SI BAWA" to recognize the structure of Javanese sentence of the fifth grade students of Kepanjenlor 3 SDN Blitar City. This study uses research model following the Borg and Gall research which consists of ten steps. The step in this research is carried out until step 9, it is due to limit conditions, time, cost and energy. The results of the material expert validation by 100% with a very valid category. The results of the media experts received 91.66% with a very valid category. The result of user validation was 96.87% with a very valid category. The results of trial 1 get 97.50% with a very practical category. Trial 2 gets 98.80% with a very practical category and the results of observations of the character of communication get a result of 90.62%. From the results of research and development, the Javanese sinau card media is declared valid and practical for use in learning.

**Keywords:** *Javanese language card, Javanese sentence structure, elementary school.*

## 1. INTRODUCTION

Indonesia is a country rich in regional languages, one of which is Javanese. The East Java governor's regulation number 19 of 2014 is set on Javanese language subjects as mandatory local content in schools/madrasas. The Governor's Regulation provides a strong legal framework for educators to seriously implement Javanese language learning. Good Javanese learning is learning that is packaged in an easy and fun way but does not reduce the existing rules so that it can make students feel happy, increase learning motivation, focus on learning and take part in preserving the Javanese language as a regional culture.

Teachers are required to be skilled in developing and using learning media that are in accordance with the material in the learning. The use of appropriate learning media is expected to be able to make the learning atmosphere effective, efficient, interesting, and fun. This statement is in accordance with Musfiqon's statement, media is a tool used by teachers with designs that are adapted to improve the learning process (Musfiqon, 2012).

Based on interviews conducted with the fifth grade teacher, on December 19, 2019 at SDN Kepanjenlor 3 Blitar City. The results of the interview, the researcher obtained information about elementary school children who are currently less interested in learning Javanese, because students find it difficult to understand the material being taught. These materials are delivered by the lecture method and the limited learning media used by the teacher. This learning does not activate the students' way of thinking because students only listen to the teacher's explanation. This situation makes the learning atmosphere less active, students are less focused and makes students feel bored quickly (Pratiwi, Y. D., Bintartik, L., & Putra, A. P., 2020). So that it results in student learning outcomes that have not reached the minimum completeness criteria, especially in learning Javanese sentence structure. Based on the problems above, the researcher intends to develop learning media based on picture word cards that are packaged in the SI BAWA game. SI BAWA learning media is an abbreviation of "Javanese Sinau". This media is useful to help students recognize and learn the sentence structure of Javanese language according to the level of Javanese speech. The use of SI BAWA media in supporting the learning of Javanese sentence structure is expected to foster communication characteristics in

students that are in accordance with the level of Javanese speech. Based on previous research, there are several studies that develop card media with local content in the Javanese language. The results of the relevant research show that card media is important to use to increase students' motivation and learning outcomes in Javanese local content (Mustaqim, W. D., Putra, A. P., & Murti, T., 2021).

Based on the explanation of the problems faced, research and development needs to be carried out with the aim of developing SI BAWA's Javanese Sinau Card Media to Recognize Javanese Sentence Structure by Strengthening Communication Characters in Class V SDN Kepanjenlor 3 Blitar City. Researchers hope that by developing this media, it can overcome the problems that exist in SDN Kepanjenlor 3 Blitar City, especially in learning Javanese and can help students communicate using Javanese according to their level of speech.

**2. METHOD**

This study uses development research methods that refer to the theory of Borg and Gall because the steps in this study are simple and easy to understand by researchers and can be adapted to the limitations of cost and time in research. The development model in this study which consists of 9 steps, namely: 1) Potential and problems, 2) Data collection, 3) Product design, 4) Product validation, 5) Product Revision 1, 6) Product Trial, 7) Product Revision 2, 8) Usage Trial, 9) Final Product Revision. The product intended in this study is the SI BAWA card media (**Sinau Bahasa Jawa**).

The method used in this research is descriptive analysis method. While the data analysis techniques include analysis of the validity of data from material experts, media experts, and teachers as users. In addition, there is also a practical analysis of the use of SI BAWA media during small-scale trials. The questionnaire given to media experts, material experts, and teachers as users, aims to measure the validity of the SI BAWA card media. The questionnaire presented uses a Likert scale rating range from very poor to very good which is used as a benchmark for achieving the validity criteria of the SI BAWA card media. The scale and criteria for media validation can be seen in tables 1 and 2.

**Table 1. Likret Skala dalam Kuesionerfor the review of Material Experts, Media Experts, and Users.**

Score	Criteria
4	Very good
3	Good
2	Not good
1	Very Bad

Source : Sugiyono (2015)

Based on the data obtained, it is processed into percentage form.

$$V_{ah} = \frac{Tse}{Tsh} \times 100\% \tag{1}$$

Vah = Expert validation  
 Tse = Total empirical score achieved  
 Tsh = Total expected empirical score

After calculating and knowing the percentage results, then they are categorized and interpreted according to table 2.

**Table 2. Criteria for Categorization of Validation Results**

Achievement Rate (%)	category
85,01 – 100,00	Very valid
70,01 – 85,00	Quite valid
50,01 – 70,00	Not valid
01,00 – 50,00	Invalid

Source: Akbar (2017:83)

**3. RESULT AND DISCUSSION**

This research was conducted to produce SI BAWA card media products (Javanese sinau). This SI BAWA card media is useful for helping students recognize and learn Javanese sentence structure according to the level of Javanese speech. The use of SI BAWA media in supporting Javanese sentence structure learning is expected to foster communication characteristics in students that are in accordance with the level of Javanese speech and can increase student learning motivation. Learning media has a big influence on a student's learning process. Previous research conducted by Musfiqon (2012) stated that media is a tool used by teachers with designs that are tailored to improve the learning process.

The use of media must be tested for feasibility before being used in learning activities. The feasibility of the learning media, namely the Java language sinau card , can be seen from the validation results. Based on the analysis of the results of the material expert validation conducted on March 5 , 2020. The results of the validation carried out by the material expert, the material presented in the SI BAWA card media for class V with strengthening communication characters, is categorized as very valid and can be used without revision. The category is known after analyzing the validation results from material experts, which results in the percentage of material validity reaching 100%. Previous research conducted by Janawati and Sunarti (2013) who developed smart card media on the material of krama alus, whose material expert assessment obtained an average score of 4.42 in the very good category.

Apart from the results of the validation of the material experts, the feasibility test of the learning media can be seen from the analysis of the results of the media expert's validation. Based on the results of the validation carried out by media experts on March 13, 2020. Based on the analysis of the media validation results, the percentage of

SI BAWA media validity was 91.66% with an average score of 3.6. So that the SI BAWA card media material on sentence structure with strengthening communication characters for class V is categorized as suitable for use. According to media experts, the SI BAWA media system can develop communication characters in students because the media system requires groups and composes sentences to be said and written when the game is over. These activities directly and indirectly make students get along, express opinions, listen to and respond to the results of sentence structures from other students. The above statement is in line with the statement of Elfindri, et al. in (Sudrajat, 2016) friendly or communicative people are people who are easy to get along with other people and usually in addition to being able to convey, they are also able to listen to what other people have to say.

Eligibility can also be seen from the results of user/teacher validation. Based on the analysis of the validation results carried out by users/teachers on May 1, 2020, the learning media for Javanese sentence structure material with strengthening communication characters for class V, decided that the test was feasible to use without revision. User validation carried out by the teacher obtained a validity value of 96.87%.

The learning media for the Javanese Sinau Card after going through a validation process by material experts, media experts and users, then tested the practicality of the media. The media practicality test was carried out in two stages, namely small-scale trials and large-scale trials. In a small-scale trial, the results of the student response questionnaire were obtained, the percentage of practicality of the SI BAWA media reached 95.00%. This percentage indicates that the media is in kategori very practical. In addition to small-scale trials, large-scale trials were also carried out. Based on student response questionnaires, the practicality of SI BAWA media in large-scale trials reached 98.70%. The percentage of practicality of SI BAWA's media shows that the media is in kategori very practical.

SI BAWA media in addition to increasing students' motivation and enthusiasm in the learning process, can also grow the character of communication in students. This is based on observations on large-scale trials that get the results of 90.62% of students who conduct trials, can meet the communication character indicators. These results indicate that more than 50% of students, by using the media SI BAWA, can grow the character of communication in students.

#### **4. CONCLUSION**

This research and development resulted in learning media in the form of SI BAWA Javanese sinau cards to recognize sentence structure in Javanese language subjects by strengthening communication characters for

fifth grade students at SDN Kepanjelor 3 Blitar City. The media has been validated by material experts, media experts, users (teachers), and students. The SI BAWA learning media developed by the researcher has passed the validation process of material experts, media experts and users/teachers. Based on the results of the assessment by material experts, media experts and users/teachers are in the very valid category and can be used without revision in learning activities, especially for fifth grade students at SDN Kepanjelor 3 Blitar City. The results obtained from the validation of material experts, media experts, users, small-scale trials, large-scale trials and observations of the communication character, indicate that this card media is included in the very practical category to be used in learning Javanese sentence structure material. for fifth grade students at SDN 3 Blitar City by strengthening the communication character.

Using the SI BAWA Javanese sinau card to be a learning medium in class V SDN Kepanjelor 3 Blitar City, the teacher should master and prepare how to use the SI BAWA media, with this the teacher is able to assist students in using the media, and can guide students in completing the game well and can achieve the learning objectives. Media should be used for a wider scope of education. It is not only applied to one school, but also to fifth grade elementary school students and teachers in other schools. Vocabulary in learning media Vocabulary in SI BAWA's Javanese sinau card learning media should be developed more widely or more with a game system that can support it. The purpose of expanding vocabulary in this media is to teach students to learn Javanese according to their level of speech and to preserve local languages, especially Javanese.

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