

Application of Media Learning English Based on Flash for Second Graders at SD/MI (Case Study: MI Muhammadiyah 08 Kandangsemangkon Paciran)

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Abstract

Computer could be use of the most important learning and more to be used, especially for multimedia learning based on computer will help for teachers and students. The purpose of research is to created interactive learning application and to provided a more affective and efficient learning opportunity. One of learning media that could assist to delivered a lesson is an interactive media with the education game in the media. This media to introduced technology and communications sets of equipment to students. In addition, it is could to try to do something as quickly of student about technology in education world. This application could used in second grade of elementary school. The menu are interested appearing include the content is for to introduced a letter, numbers, animals, and it's sounds, games and quiz.

Keywords: *interactive learning, games, multimedia*

INTRODUCTION

One of the lessons given to students in school is English. By introducing English from an early age it is expected that children will be able to master and communicate fluently with English. To facilitate the delivery of material (English), then the education provided in the form of multimedia that is entertaining and educational.

Utilization of technology in education can help teachers in implementing a learning process, especially to solve the minimum of props. Related to the learning, learning applications using multimedia technology can be utilized to change the conventional learning patterns to digital learning patterns, one of them through the application software learning.

Learning with the use of technology can be combined with the existence of an interactive game element, it is a fun learning method for students to learn. Therefore, it is necessary to improve the quality and quantity of facilities and infrastructure with the creation of a learning application to support of a learning process.

Interactive media is a media delivery system presenting video recording material with computer control to an audience which not only hears and views video and sound, but also provides an active response and response that determines the speed and sequence of presentation (Arsyad, 2006). It is defined that interactive media is an intermediary tool

Ulfa Yuliasari **Application of Media Learning English Based on Flash** designed with the use of computers using elements such as sound (audio), images (visual) and text to conveyed a message.

Multimedia is a combination of various media or file formats in the form of text, images, graphics, sound, animation, video interaction and others (Maswin, 2010), while from Wikipedia Indonesia Encyclopedia of Bahasa Indonesia understanding of multimedia is the use of computers to present and combine text, , images, animations and videos with tools and links so users can navigated, interacted, created, and communicated. In addition, the notion of multimedia is a combination of at least two input or output media. This media can be audio (sound, music), animation, video, text, graphics and images.

And from the sense of learning media could be said as the substance of the learning media is the form of channels, which are used to distribute messages, information or instructional materials to the recipient of the message or learner could also be said that the learning media is various types of components in the learning environment that can stimulated learners to learn .

In order for students to be able to speak English in oral and written, it is necessary effective learning and teaching strategies. With an effective strategy students are expected to achieve the goals set. There is no right limit for parents to start introducing English to their children, but some psychologists argue that the most appropriate period is at the time of the second Golden Period, which is around the age of 3 to 6 years old. Experts judge in that period the language development of a child is progressing very fast which is accompanied by his capability. The purpose of learning English is to be able to write in English (writing), able to read and understand writing in English (reading), able to speak in English (speaking), and able to hear uttered utterances in English (listening).

At the age of elementary school is called preoperational development because at this stage the child has not understood the operational understanding of the process of interaction of a mental activity, where the process can return to the starting point of thinking logically. The development of the language is very rapid, the ability of children to use symbolic images in thinking, solving problems, and creative play activities will increase further in the next few years. Thoughts at the preoperational stage are limited in some important ways. According to Piaget, the thinking is typical of egocentric, the child at this stage is hard to imagine how things look from the perspective of others.

The curriculum is a set of plans and arrangements concerning the objectives, content and materials of the learner as well as the means used as guidelines for the enumeration of learning activities to achieve specific educational goals. The 2nd Primary English Language Elementary School (SD/MI) includes a local content lesson at the school which uses the

Ulfa Yuliasari **Application of Media Learning English Based on Flash Curriculum of KTSP (Education Unit Level Curriculum).** KTSP is an operational curriculum developed by and implemented in each educational unit. KTSP consists of educational goals of educational unit level, structure and content of educational unit level curriculum, education calendar and syllabus

KTSP is a development and refinement and the previous curriculum of KBK, developed by education unit based on content standard (SI), and Graduate Competency standard (SKL) contained in KBK. KTSP is one form of policy realization, decentralization in education so that the curriculum is really suited to the needs of future potential learners development in schools in the present and future by taking into account local, national, and global interests with the spirit of School Based Management.

Standard Subject of Competency is a description of knowledge, skills, and attitudes that should be mastered after students study certain subjects at a certain level of education as well. Basic competence is the minimum knowledge, skills and attitudes that must be achieved by students to show that students have mastered the established competency standards.

Adobe Flash CS5 is one of the most popular animation maker apps today. Various features and ease of having Adobe Flash CS5 become a favorite animation program and quite popular. The diverse palette of views, functions and palette views, as well as a rich collection of tools are very helpful in creating interesting animated works. Flash like software where there are all the required completeness. Starting from the drawing features, illustrations, coloring, animation, and programming. We can design images or objects that we will animate directly on Flash. The programming features in Flash use the ActionScript language needed to effect motion in the animation.

Action Script is needed to give effect to motion in animation. Action Script in flash at first is difficult to understand when someone does not have a basis or know flash. But when you already have it, you can not get out of Action Script because it's fun and can makes the job much faster and easier.

RESULTS AND DISCUSSION

A. Needs Analysis

H Applications designed are interactive media and is a type of computer-based learning that utilizes information and communication technology. By using interactive media, it aims to help students to learn easily, communicative, and can apply a variety of complicated concepts into something fun to learn and apply.

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The criteria of good learning media ideally included four main things, (Mulyana and Leong, 2009), :

1. Suitability and relevance, meaning that learning media should be in accordance with learning needs, learning activity plans, learning activities, learning objectives and characteristics of learners.
2. Ease, meaning that all the content of learning through the media should be easily understood, studied or understood by learners, and very operational in its use.
3. Interest, meaning learning media should be able to attract or stimulate the attention of learners, both display the choice of colors and contents. The description of the content is not confusing and can arouse the interest of learners to use the media.
4. Utilization, meaning the content of instructional media should be valuable or useful, contains benefits for the understanding of learning materials and not in vain, much less damage to learners.

Table 1 Theme, Sub Theme and Description

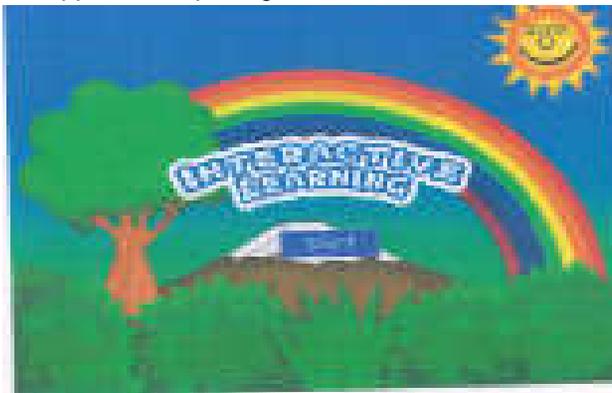
Theme	Sub Theme	Description
Listening	Listening the Students of an English songs.	Introduce the students to listens English songs.
Writing	Completed the letters or words.	Teach the students to write a word about the name of fruits using English
Reading	Reading and Introduce letters or words.	Teach the students to read the alphabet and introduce about animal names using English.

Macromedia Flash CS5 is a professional standard authoring tool application program used to create stunning vector animations for the purpose of building interactive and interactive websites (Andreas Suciadi, 2003). From the foundation of the background behind the development of interactive English learning media (Listening, Writing, Reading) with Macromedia Flash CS5. A medium of learning is very influential in education. Interesting learning media is a computer in the form of interactive multimedia. One of the application program for making interactive multimedia is Macromedia Flash CS5.

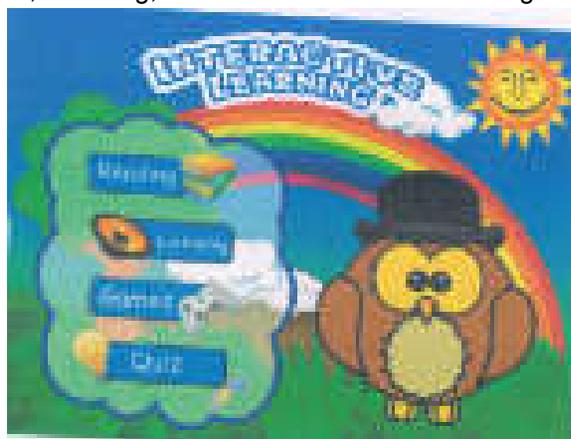
The accomplishment of English material in the form of text followed by a sound (song), displaying letters and images with animation followed by the pronunciation of the letters and images, spelling letters per letter so that it becomes a word, giving a test of puzzles and pictures when the answer is true. The creation of English learning media (Listening, Writing, Reading) uses an expanded Macromedia Flash application program (.fla) which is then published in extension files (.swf) and (.exe) as application files.

Ulfa Yuliasari Application of Media Learning English Based on Flash B. The Implementation of Application

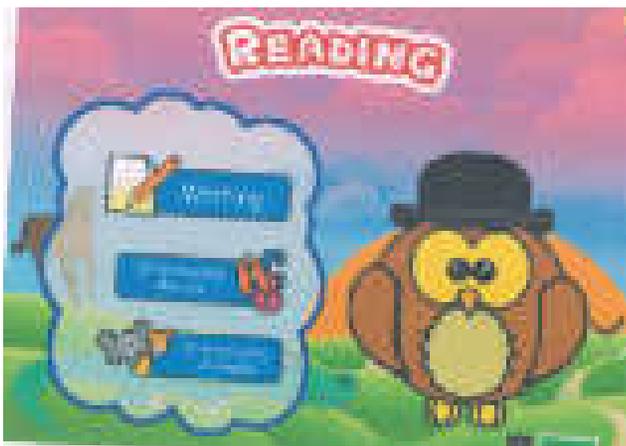
Angket English learning application aims to provide convenience for students of second graders SD / MI with an attractive and interactive application display. In making this learning application more use design that is not complicated so that the material presented can be well understood by student. The first step in making this learning application is to create draft or draft design that can attract the attention of users. This design is already listed in the design of the application design. When this application starts at the first screen will appear the opening screen. Click Start to run the application



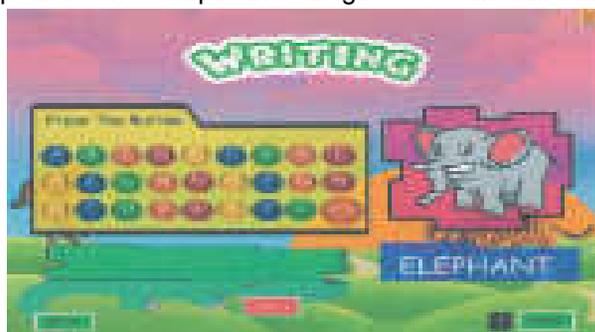
Implementation of the main menu page there are four menus of Reading menu, Listening, Games and Quiz. The following can be seen on:



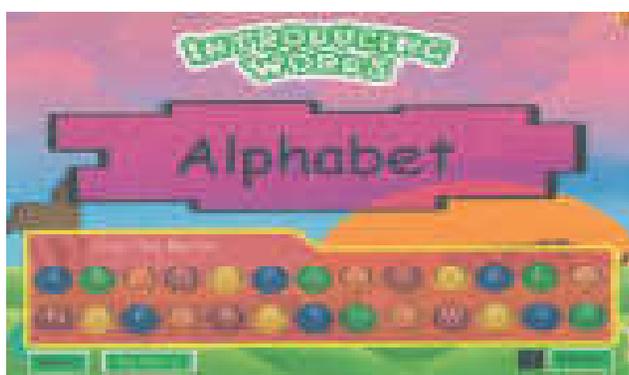
On this page there are three sub menus read, namely Sub Writing, Introducing Words, and Introducing Animals.



On this page, students are invited to learn to write correctly the English word. To write they just click the buttons of existing letters and should match the words already presented. When they are wrong in writing it will appear 'incorrect' and could not go to the next screen. When it's true then it could appear a correct 'tape' and can go to the next screen.

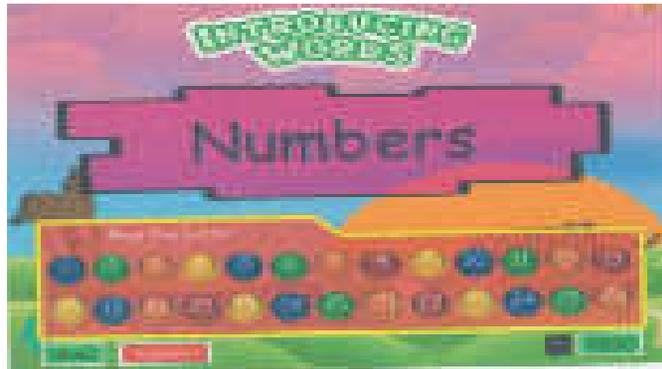


On this page student would be introduced to the letter A-Z. When the child pressing the A button would display the letter A on the screen so on.

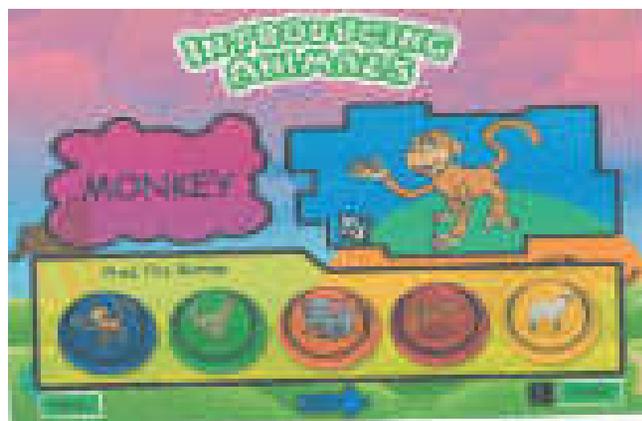


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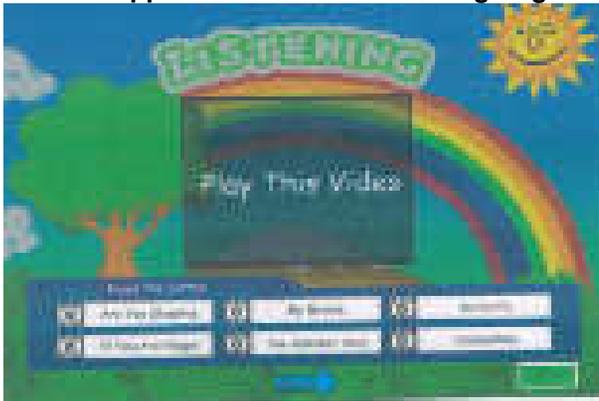
When in the Sub menu to know the letters, we click the numbers numbers, then we would go to the screen recognition numbers. To recognize the number, the way is the same as knowing the letters, live clicking the button numbers that exist, then the screen would came out the name of the number in English.



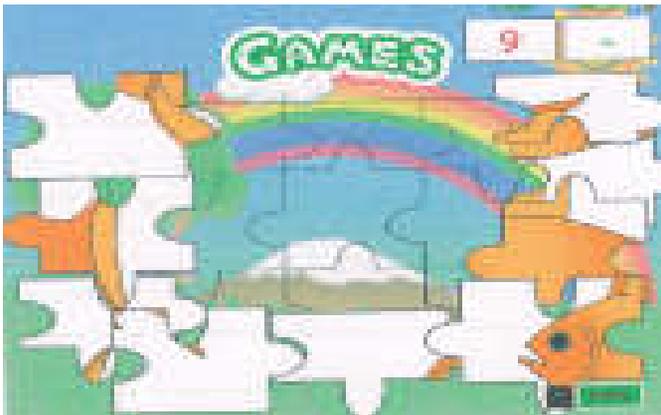
The childrens just click the button below and would display the image of the selected animal on the screen. When you want to know the sound of the animal live click the sound button that is beside the animal image.



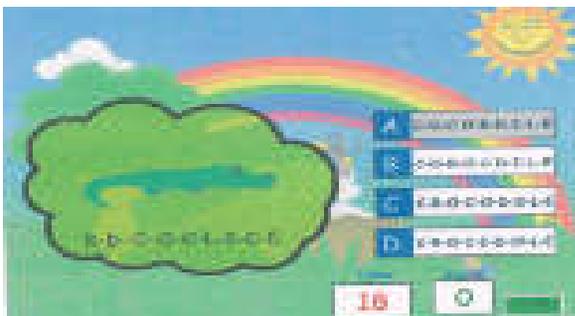
On this page, children would be shown a video. By clicking the name of the video to be selected then the video would display the screen. To select the next video menu please click next menu and there would be the next of video menu.



On the games page, there are puzzle pieces that are randomly arranged to be arranged into a correct picture of a timer to determine the speed in the process.



On this page, there are multiple choice questions. How to do that is by selecting or clicking one of the buttons A, B, C or D. When true then it would get a score, when one does not get a score. This quiz has time to found out how long to completed the quiz.



Based on the background and the formulation of the problems contained in the previous chapter could be known the initial requirement of

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the system is to makes the medium of learning English for the 2nd graders of SD / MI.

The textbook used in MI Muhammadiyah 08 Kandangsemangkon Paciran is currently using LKS. The use of learning media is expected to help students to be more effective in receiving and learning the lesson. With this instructional media application students are expected to be more active in learning and not just rely on material from teachers only.

The development of interactive materials is a series of activities undertaken with the aim of assisting teachers in the teaching process. This development is used as an alternative media that is used to achieve the specified goal.

CONCLUSION AND SUGGESTION

From the research that has been done, it could be concluded several things below:

1. This learning application using Adobe Flash CS5.
2. This instructional application can be an alternative learning media in the process of delivering English lessons for second graders students of SD / MI.
3. By incorporating the multimedia elements in this learning application produces an application that is easy to understand and uses.

Here are some suggestions in this English learning application, it is hoped that later can be used as a discourse and insight for the author himself and the scientific community in the future, among others:

1. In its use, it is advisable to be accompanied by people who are more understanding (parents or teacher) so that students could be better understand and understand in studying the existing material.
2. Use of a better recording device that could improve the sound quality.
3. Need to add more interesting games related to learning materials.
4. Try the image files first compressed with the standard * .JPG / JPEG and * .GIF format so that the application does not take up the rest of the hard drive memory.
5. For creators of instructional media applications that might still wish to raise this theme, it is expected to be able to fix the deficiencies contained in this application

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