
INCREASING STUDENTS LEARNING OUTCOMES IN RHYTHM PATTERNS MATERIALS THROUGH THE LET'S SING BOOK IN BANYUAJUH 2

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ABSTRACT

This study aims to improve the learning outcomes of class III Banyuajuh 2 Elementary School students in SBdP subjects. This type of research is Classroom Action Research. This research was conducted in 2 cycles where each cycle was carried out one class action meeting. The subjects of this study were 23 students of class III Banyuajuh 2 Elementary School in the 2022/2023 academic year. The data sources of this research are primary and secondary data sources. In the research technique used is using observation techniques, interviews, and documentation. While the data analysis used is qualitative and quantitative data analysis. The final result obtained is the total score that has been obtained by students of 1,704 with an average score of students in the first cycle of 74% of the 23 students who were given the test. the number of students 19 students have achieved increased learning outcomes and 4 students have not increased. The presentation of learning completeness obtained was 82.60%. However, these data can already show that there is an increase in student learning outcomes. In the second cycle there were several improvements, namely an increase in the number of completeness compared to the first cycle. So from that it can be said that using the lets sing book is able to improve completeness and improve learning outcomes for class III Banyuajuh 2 Elementary School.

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A. Introduction

Learning media is a tool used for teaching and learning activities, with the aim of conveying learning messages from the teacher to students so that they can clarify the messages conveyed and can stimulate students' thoughts, feelings, concerns and interests (Hasan et al., 2021). Therefore, the existence of this media is important because the existence of learning media can help a teacher to convey material and messages so that they are more easily accepted and make students more motivated and active in learning. Not only that, learning media is also used as a means of stimulating the mind, attention and abilities or skills. One is SBdP learning, SBdP subjects are one of the subjects in the 2013 curriculum. These subjects are related to art education in schools which are directed at fostering aesthetic and artistic sensitivity so that a critical, appreciative and creative attitude is formed in oneself. students thoroughly.

The SBdP subject is expected to provide opportunities for students to be actively involved in various experiences of appreciation and creative experiences in producing their own work in the form of real objects that can benefit students' lives (Depdiknas in Wayba, 2018). The level of student success can be seen from the learning outcomes achieved by students. Learning outcomes are student learning achievements that can be measured from student scores after working on the questions given by the teacher at the time the evaluation was carried out. The success of learning in schools will be realized from the success of student learning and can be influenced by factors from within and from outside the individual. Factors that influence learning can provide positive support in learning, but can also hinder the learning process. Based on the results of interviews conducted at the Class III Banyuajuh 2 elementary school in the SBdP subject regarding the rhythm pattern material regarding the long and short sound experienced several problems. These problems are the still low student learning outcomes in the SBdP subject regarding the material of rhythmic patterns about length and short sounds.

The low student learning outcomes are indicated by the low achievement of students' SBdP scores. This is caused by the teacher's lack of understanding of material related to singing or singing. As well as in carrying out the learning process the teacher never uses learning media. Therefore, with this classroom action research, efforts were made to improve the learning outcomes of class III students at Banyuajuh 2 elementary school in rhythm pattern material using the learning media let's sing book. It is hoped that this media can help students understand

material related to rhythm patterns. And it is proven that when conducting observations and classroom actions, student learning outcomes have increased. It can be seen that before using learning media students did not understand at all what is called rhythm patterns in songs, but during the learning process using media students gradually understood the concept of rhythm patterns in songs. In this way, student learning outcomes in SBdP subjects, especially in rhythm pattern material, have increased. Therefore, it can be concluded that the use of let's sing book learning media on rhythm pattern material has been said to be quite successful in improving student learning outcomes.

B. Method

The research conducted is a Classroom Action Research (PTK) type. Classroom Action Research (CAR) or Classroom Action Research is a research model developed in class. This research was conducted through several stages, namely planning, implementing, observing, reflecting. The research was conducted on class III students at Banyuajuh 2 elementary school totaling 23 students. This research was conducted in 2 cycles. Data collection techniques in this study used observation, interviews, informative tests, and documentation. The collected data were then analyzed quantitatively and qualitatively.

C. Result and Discussion

In the research results section, the results of research on the application of earth learning media in improving student learning outcomes at Banyuajuh 2 elementary school in the SBdP subject matter of rhythm patterns in songs will be discussed using qualitative and quantitative descriptive analysis.

1. Analysis of the Description of Research Results in Cycle I

The implementation of cycle I was carried out for one week and every week there was one face-to-face meeting with class III students. In cycle I the researcher used the game method to find out how far the students understood the material presented at the meeting. Before carrying out the action, the teacher and researcher prepared all research needs such as lesson plans, observation sheets, and documentation tools. In addition, researchers who are actors in the act of teaching in this study also carry out socialization and self-introduction so that learning can be carried out properly. This stage is carried out by the researcher every Saturday and the first meeting will be held on March 19 2022. At this stage,

the researcher provides an explanation in advance about the basics of rhythm patterns and reading the long and short song signs in a song so that students have a basic understanding of patterns. rhythm and song. After that, the researcher conducted a test by asking students to sing one of the children's songs by paying attention to the short length of a song. This test was packaged through a moving ball playing method, namely the researcher and the students together sang a song while passing the ball from one student to another student, if the song was stopped the students had to guess the questions given by the researcher. If the student who gets the question cannot answer correctly then the question will be thrown to other students until they find the correct answer. The following are the test results in cycle I:

Tabel 1. Results of Cycle I Class III Banyuajuh 2 Elementary School

No	Name	Cycle 1 Test Results	Description
1	Sulis	81	Very Good (Complete)
2	Nabila	67	Enough (Unfinished)
3	Bahar	76	Good (Complete)
4	Huddin	76	Good (Complete)
5	Alfin	62	Enough (Uncompleted)
6	Safri	81	Very Good (Complete)
7	Nia	67	Enough (Uncompleted)
8	Ulfa	62	Enough (Uncompleted)
9	Niska	76	Good (Complete)
10	Amel	71	Good (Complete)
11	Arifin	86	Very Good (Complete)
12	Romadon	67	Enough (Uncompleted)
13	Novi	67	Enough (Uncompleted)
14	Syafira	19	Very less (Uncompleted)
15	Raihan	17	Very less (Uncompleted)
16	Rumaya	81	Very Good (Complete)
17	Nisma	76	Good (Complete)
18	lin	19	Very Less (Uncompleted)
19	Raka	71	Good (Complete)
20	Asya'adi	62	Enough (Unfinished)
21	Miftah	38	Very less (Uncompleted)
22	Fandi	30	Very less (Uncompleted)
23	Sirri	56	Less (Belum tuntas)
Total Score			1402
Average			60,9
Number of Completed Students			10
Number of Incomplete Students			13
Study Completeness Percentage			43,5%

Based on the results obtained, it can be seen that not all students can understand the rhythm pattern material in the song using the game method carried out by the researcher. In fact, the average student learning outcomes did not reach the class KKM, namely 70 and the percentage of student completeness was still lacking, around 43.5%. This percentage refers to the classical completeness

category according to (Adam, 2021) which says that a class is said to be classically complete if the number of students who complete is above $\geq 75\%$, then the class can be said to be incomplete. This shows the action in cycle I still has not reached the target of success. This is most likely due to students' nervousness and fear when they want to answer questions from the teacher. Therefore, the researcher will continue the action in the second cycle. This is in accordance with the theory presented (Mulyatiningsih, 2015), that researchers can add cycles if there are things that are not optimally implemented or the results of the cycles that have been carried out have not reached the target of success.

2. Analysis of the Description of Research Results in Cycle 2

In the implementation of the second cycle, it was carried out on two face-to-face meetings but alternated with other students. So it can be said that each student held one meeting with students on action research in the second cycle. Before carrying out cycle II, the researcher and the teacher prepared several instruments needed during the study including lesson plans, media in the form of book which contained some basic material regarding song rhythm patterns and evaluation questions to test the extent of student understanding, learning media, observation sheets, and tools documentation in the form of a cellphone camera.

In this cycle, before the researcher carries out the lesson the researcher repeats the material that was previously presented in the first cycle to review students' memories regarding the basics of rhythm patterns in songs. After that, the researcher conveyed and re-explained the basics of rhythm patterns in the song briefly and in depth compared to the previous meeting. Then, students were asked to sing again the songs they had learned at the first cycle meeting by paying attention to the short length of a song. Then, if most students already seem to understand the rhythm patterns in the song, the researcher shows the learning media used in the learning process. Students read and observe the material and song notations contained in the learning media. After that, to check whether or not students' knowledge has increased, students are directed to work on evaluation questions at the end of the learning media page. This is done so that researchers know the level of students' understanding and can conclude what percentage of students who have been categorized have experienced an increase in learning outcomes, especially in the material of rhythm patterns in songs. The results of the meeting in the second cycle are presented as follows:

Tabel 2. Results of cycle II Class III UPTD SDN Banyuaju 2

No	Name	Cycle 1 Test Results	Description
1	Sulis	81	Very Good (Complete)
2	Nabila	81	Very Good (Complete)
3	Bahar	81	Very Good (Complete)
4	Huddin	86	Very Good (Complete)
5	Alfin	81	Very Good (Complete)
6	Safri	81	Very Good (Complete)
7	Nia	86	Very Good (Complete)
8	Ulfa	71	Good (Complete)
9	Niska	86	Very Good (Complete)
10	Amel	81	Very Good (Complete)
11	Arifin	86	Very Good (Complete)
12	Romadon	81	Very Good (Complete)
13	Novi	71	Good (Complete)
14	Syafira	29	Very Less (Uncomplete)
15	Raihan	71	Good (Complete)
16	Rumaya	86	Very Good (Complete)
17	Nisma	81	Very Good (Complete)
18	lin	39	Verry Less (Uncomplete)
19	Raka	81	Very Good (Complete)
20	Asya'adi	81	Very Good (Complete)
21	Miftah	65	Enough (Uncomplete)
22	Fandi	48	Less (Belum tuntas)
23	Sirri	70	Enough (Uncomplete)
Total Score		1704	
Average		74%	
Number of Completed Students		19	
Number of Incomplete Students		4	
Study Completeness Percentage		82,60%	

Based on the presentation of the table above, it can be seen that there was an increase in student learning outcomes. In the second cycle there were several improvements, namely the increase in the number of completeness compared to the first cycle. Unlike in cycle I, learning in cycle II was carried out more systematically in accordance with the lesson plans made and used more interesting media so that student motivation increased. Researchers also try to be better at motivating students to be more active in learning that pays attention to the 4 aspects of creativity and concentration in answering evaluation questions. Various obstacles and weaknesses that occurred in cycle 1 such as the game method used in learning were not optimal because students felt nervous when they were asked a question and had to answer it while being seen by some of their friends. This is what causes the lack of confidence in students to answer questions directly given by researchers, moreover many students seem shy to express their opinions or answers. However, these deficiencies were maximized in the second cycle,

In the second cycle, students experienced an increase, namely students had begun to be conducive and comply with the assignments given because the assignment was in the form of a written test in which students could work on it individually. These things make students more confident in answering existing questions because there is no need to be afraid and embarrassed when expressing opinions. During learning in cycle II, students have begun to show an independent attitude such as concentrating on guessing questions given by researchers and have been able to respond well and provide correct answers to the hypotheses that researchers have provided. Although it cannot be denied that there are still many students who cannot answer correctly. Students are also able to understand the basics of rhythm patterns in songs, therefore it can be said that the use of the let's sing book teaching media has succeeded in improving the learning outcomes of class III students at SDN Jaddih 1 on the material of rhythm patterns in songs.

From the results and discussion of the classroom actions carried out by the researchers, it can be underlined that the use of learning media is more effective in the learning process at Banyuajuh 2 elementary school at the 3rd grade level of elementary school compared to just changing the method of learning. This action can be used as a reference by teaching teachers to be able to create and create other learning media to help increase creativity or student learning outcomes so that they experience a significant increase.

D. Conclusion

Based on the research that has been carried out, it can be concluded that the cycles taken by researchers in conducting classroom action research only stop at two cycles because in the second cycle the students have shown significant results. The presentation of the results in the first cycle is that the increase in student learning outcomes is still in the low category because of the total score of 1,402 obtained by students, it has an average of 60.9% with details of only 10 people who have experienced improvements and 13 students who have not achieved learning mastery. The results showed that the number of students who achieved learning mastery and had not achieved learning mastery was greater, so the researcher continued the research in the second cycle. By getting the result that the application of the let's sing book in improving the learning outcomes of class III Banyuajuh 2 elementary school Bangkalan. The increase in learning outcomes applied using let's sing book is evidenced by the completeness obtained

by students in cycle II with an average of 74% with details of 19 students who have achieved learning mastery and 4 students who have not met the learning completeness criteria . So it can be concluded that the use of instructional media is more effectively used and produces significant results to improve student learning outcomes in class III Banyuajuh 2 elementary school compared to just using the game method to improve student learning outcomes.

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