

INCREASE STUDENT LEARNING ACTIVENESS AND CREATIVITY WITH ACTIVE LEARNING

Intan Fauzana^{1*}, Neviarni¹

¹FIP Guidance and Counseling, Padang State University, Padang, Indonesia

^{1*}Intanfauzana7@gmail.com; ¹neviarni.suhaili911@gmail.com

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Abstract

The development of the world of education now demands that students be active and creative in the learning process than their teachers. In the 2013 curriculum, it is explained that teachers become facilitators in teaching with more attractive methods/strategies, so that students are able to convey their opinions and thoughts. Activeness in learning is an effort to improve and optimize the student learning process so that they are involved intellectually and emotionally, and play an active role in learning. Then creativity in learning is the ability to create something new and different. However, at this time there were still students who were not active and creative in their learning, tending to accept everything the teacher said. So that students have low learning outcomes. Therefore, learning is needed to increase student activity and creativity in learning, namely active learning with the intention of empowering students to learn using various methods/strategies actively.

Keywords– Activeness, Creativity, Active Learning.

1. Introduction

Every individual has a learning process in his life. Learning is a way that is done to master something new that has never been learned, where in the learning process an individual who initially doesn't know, can't, doesn't want to, is unusual, ungrateful to know, can, wants, is normal, grateful and sincere , (Prayitno, 2018: 327). In the learning process there is a change in behavior, because the individual interacts with his environment, which at first he was unable to do so, becomes able to do so (Sumiati and Asra, 2009: 38). Hamalik, (1983: 21) explains that "learning is in the form of growth and change in behavior due to training and experience". The conclusion that learning is the individual process of mastering something new.

Students as individuals who experience the learning process must have activity and creativity in learning. Active learning is a process of students who are actively and directly involved in the learning process by developing an understanding of facts, ideas and skills for completing tasks in learning. This learning activity fosters dynamics in the student learning process (Kusumawati, 2017: 28). "Students who are physically, psychologically, intellectually and emotionally in the learning process are active students" (Yusmiati, 2010: 10). Students are active in learning not only, doing, doing something, but can analyze, express opinions, live the subject matter (Sugandi, 2007: 75). So learning activeness can be concluded as a way that individuals can do both physically, psychologically, intellectually.

Besides being active, creative is also needed activity in learning. Creativity is the ability possessed by individuals to create new things in the form of combinations with existing data, information, or other elements. Creativity is the ability to bring up a new idea from the imagination which is then used for innovation in solving problems that arise (Rivai and Murni 2010: 759). "Learning creativity in the form of attitudes, conditions, abilities and behavior changes to generate an idea, and make it a tool in solving problems that are more efficient and unique in learning" (Kusumawati, 2017: 29).

To increase student learning activeness and creativity, a learning method is needed, namely active learning. Active learning is a form of learning that demands student activity in the learning process, in the form of interactions between students, students and teachers, in the learning process (Effendi, 2013). The discussion in this article about increasing student learning activeness and creativity uses active learning.

2. Method

The method in this article is the literature review method. Literature review is a literature study obtained through searches from various books and journals that can support the discussion of this article. The purpose of this literature review is to increase insight and knowledge about how to increase student learning activity and creativity by using active learning. The steps used are selecting the article first, then collecting initial data and supporting data, producing conclusions related to the content of the article.

3. Result and Discussion

A. Study

Learning is the change in individual behavior with training and experience that can change the attitude and personality of the individual as knowledge gained from the learning process in a better direction (Lestari, 2011: 25).

Factors affecting learning:

1. Physiological factors (physical)
 - a. Health (in learning health must be maintained, if students are sick it will affect the learning process and learning outcomes.
 - b. Disabilities (imperfect body conditions can also affect learning outcomes and processes).
2. Psychological factors
 - a. Intelligence (each individual has different intelligence).

- b. Concentration (focusing the mind on something that is learned and putting the unnecessary aside).
 - c. Pay attention (students must be able to focus on what is being learned, otherwise boredom will arise).
 - d. Interest (is a liking for something, if a student likes a lesson then he will be enthusiastic about learning that lesson).
 - e. Talent (is the ability possessed by students who if given training will further increase student success in learning a lesson).
 - f. Motives (the reason students learn well must have a motive to focus their attention on a particular subject).
 - g. Maturity (individual growth rate to be ready to learn something).
 - h. Readiness (willingness to respond to things learned)
3. The fatigue factor
- a. Physical exhaustion in the form of fatigue, weakness, weakness.
 - b. Spiritual fatigue is in the form of lethargy and boredom, and lack of interest in something that will be learned (Slameto, 1997: 57-61).

B. Liveliness

Activity occurs when students learn physically and spiritually. Physical activity is in the form of active movement of all members of the body, such as doing what is ordered, while spiritual activity is the soul of the students working in the learning process. The description of physical and spiritual activity, namely:

- 1. Active senses (in the form of hearing, sight, touch, because learning requires the best possible sense organs).
- 2. Active intellect (intellect students will be active in learning for problem solving, weighing, formulating opinions and making decisions).
- 3. Active memory (students must actively accept the lessons given by the teacher and then store them in memory, so that later they are able to convey them again).
- 4. Emotionally active (students are expected to love what they learn. Sriyono, 1992: 75).

The characteristics of active learning according to (Sriyono, 1992: 14).

1. Class situations must stimulate students to carry out activities freely and in control.
2. Students do more talking from the teacher so that students can think in solving a problem.
3. Teachers facilitate students
4. Various student learning activities
5. The relationship between students and teachers must be good
6. Class situations and conditions can change according to student needs.
7. Learning is measured by process and results.
8. Students are brave in arguing through questions or ideas.
9. The teacher respects students' arguments, regardless of right or wrong.

The principle of active learning ((Sriyono, 1992: 15):

1. Learning stimulus

This learning stimulus is in the form of verbal / language, visual, audio, which communicates messages from teachers to students. Stimulus can be done by repetition to increase student understanding, as well as asking questions.

2. Attention and motivation

In fostering attention and encouragement in learning using various teaching methods, then providing new stimuli, giving students the opportunity to channel their desires, using interesting tools and media.

3. Response learned

In the learning process, the teacher must see the response given by students to the stimulus, in order to achieve the desired learning.

4. Strengthening

In learning, strengthening must be given from inside and outside the student. External reinforcement in the form of values, recognition of achievements, prizes, approval of the opinions given, internal responses are responses given to self-gratification according to need.

5. Usage and transfer

The learning outcomes that have been obtained by students can be used continuously and transfer what they have learned into other similar situations in the future.

The causes of activity (Ahmadi, 1978: 58) are as follows:

1. General mental sciences (in the learning process it is endeavored to make students learn until they really understand, so they must include all their souls, in order to have the knowledge that is exposed to them).
2. Psychology in childhood (in children there is an urge to be active physically or spiritually, so this activity must be used in teaching and channeled in learning activities).
3. Physical activity with spiritual activities (both positive and negative experiences are very influential in learning and decision making).
4. If students focus their attention in learning, they will learn actively.

C. Creativity

Creativity is an individual's ability to put forward something new, opinion or proof of work, either in the form of active, creative, affective thinking in a new model or in combination with existing ones (Lestari, 2011: 20).

The characteristics of creative thinking (Setiadarma, 2003: 109), namely:

1. Fluent in thinking (fluency), individuals are able to come up with many ideas, answers and problem solving when faced with a problem.
2. Thinking flexibly (flexibility), the individual is able to produce varied arguments, and is able to see problems with different points of view
3. Rational thinking, individuals are able to come up with new and unique expressions.
4. Elaborating skills by developing ideas or products.
5. Skilled in evaluating the ability to determine self-assessment and able to make a decision according to the situation it faces.

The characteristics of a creative individual are:

1. High curiosity, paying attention to someone, object and situation and sensitive to observing.
2. Unlimited imagination.
3. Enjoys challenges and overcomes all difficult problems.
4. Not afraid of failure, criticism and dare to take risks.
5. Understand the talents they have (Setiadarma, 2003: 110).

Factors that influence creativity:

1. Time (freedom of time in developing creativity).
2. Own opportunity (opportunity to develop your own creativity without pressure).
3. Encouragement and means (selection of good facilities so as to develop creativity).
4. An environment that can stimulate the development of students' creative thinking.
5. Attitudes of people around who support the creative development of students (Lestari, 2011: 23)

The factors inhibiting creativity, namely:

1. The absence of encouragement to explore (does not stimulate the development of student creativity).
2. Very tight schedule (tight study schedule will make it difficult for students to develop their talents).
3. Not delusional (forbidding students to imagine new things can hinder their creativity).
4. Over protective (protection that is too tight causes students not to think creatively and broadly).
5. Conservative, and authoritarian (causing students not to develop their creativity. Musbikin, 2006: 8).

D. Active Learning

1. Definition

The word active means agile, active, passionate, active and learning means learning. The concept of active learning means "a learning center

that leads to optimal students' thoughts and emotions in learning, to acquire and process knowledge, skills, attitudes and values" (Dimiyati, 1999: 115).

Active learning is a way of students as students who make changes in themselves (behavior, think and behave) more effectively. Students have an active role and participation in the learning process, with students as subjects, and as a core party in teaching and learning activities (Rohani, 1995: 61-62). Active learning to develop the activity and creativity of the teaching and learning process carried out by teachers and students.

Learning is "the result of interaction between individuals and the environment. Learning is not only an effort to respond to a stimulus. Learning is done through activities such as experiencing, doing, and understanding learning through a process so that the results can be obtained if students are active" (Ali, 1996: 68).

2. Characteristics in Active Learning

a. In terms of students

- 1) Dare to show interests, problems and needs
- 2) Opportunity to participate in learning activities
- 3) Free and free to do learning.

b. Teacher aspect

- 1) Invite students to learn actively.
- 2) The teacher is not dominant in the student learning process.
- 3) Provide opportunities for students to study independently with various supporting methods and applications. (Rohani, 1995: 63).

c. In terms of teaching programs

- 1) Concept, content, learning objectives according to student needs.
- 2) The programs provided are clear, easy to understand and can be challenging for students.
- 3) Learning resources have facts or information, concepts, principles and skills (Rohani, 1995: 64).

d. In terms of teaching situations

- 1) There are learning resources.
- 2) Time flexibility.
- 3) Support various learning processes.
- 4) Learning activities can be inside and outside the classroom.
- 5) Close relationship between teachers, students, school leaders.
- 6) Fun and joy of student learning.

The characteristics of active learning according to Prof. Dr. T. Reka Joni, namely:

- 1) Student-centered learning, so students are active and independent in planning, implementing and assessing learning.
- 2) The teacher guides students to acquire knowledge or skills through their own efforts, can develop motivation and experience to create works.
- 3) Students' abilities will develop actively.
- 4) Student creativity develops in order to master the meaning of learning well.
- 5) Assessing is done to observe and measure various skills and learning outcomes of students (Dimyanti, 1999: 120).

3. Active Learning Principles

Sinar, (2018: 6) some of the principles of active learning are:

- a. Learning occurs because of experiencing this process
 Students are invited to experience the active learning process by themselves by interacting with other learning subjects and objects, and have the courage to practice the learning process.
- b. Learning is an active transaction
 Students play an active role in learning, and are able to understand information well.
- c. Active learning requires a certain way
 Students are able to integrate material with their needs.
- d. Overcome learning barriers and find solutions or goals.
 Expressing new creative ideas in solving the problem.

4. Active Learning Learning Strategies

Strategies in active learning (Effendi, 2013: 290), namely:

- a. Commenting on pictures (Poster comments) is by inviting students to put forward an idea in a picture. In this way, it can provide input in the form of various opinions / ideas, and draw conclusions on the subject matter.
- b. Looking for answer pairs (Index Card Match) is the teacher's way of inviting students to match questions and answers.
- c. Active debate), how to encourage students to express their own opinions so as to practice communication skills with others.
- d. All educators (Everyone is Teacher Here) namely a way for students to learn together with the theme by being a resource, and being a teacher for their friends so that passive students can participate in active learning.
- e. Group Quiz (Team Quiz), a way to make students more active in group discussions.
- f. Role Play) is a way of directing students to learn to simulate various events, events, actual history that will appear in the future.
- g. Jigsaw, namely structured group work based on cooperation and responsibility of all students in learning.
- h. Reading Guide). The method used by the teacher is by inviting students to learn to read a reading text according to the subject matter.
- i. Sort the cards (Card Sort). That is how to invite students to find concepts through the material in learning.
- j. Concept maps (Concept Mapping). The method used by the teacher by inviting students to make the essence of the lesson being learned
- k. Finding information (Information Search) is the method used by asking students to answer questions posed by teachers or friends, then looking for answer information accurately.
- l. Demonstration). How to learn by showing the use of a procedure or tool either oral or using illustrations.

- m. Think-Pair-Share, the way students are asked questions then think about their own answers. After that, have a discussion with their next door friends and finally deliver the answers in the discussion.

4. Conclusion

Based on the explanation above, it can be concluded that activeness and creativity in learning can be developed using active learning methods. Active learning as research-based learning, which is oriented towards student activities. In addition, in active learning, the teacher is not dominant in the learning process, but rather facilitators (facilitators) by inviting students to always be active physically, mentally, emotionally, socially, and so on and creatively by generating new ideas in the learning process. The teacher gives students the opportunity to interact with the subject matter.

"Teachers create conditions so that students can be more active and creative in learning and achieve the goals set" (Muhtadi, 2009). "In active learning students become more active, because they act as learning subjects in class, who actively study learning material, actively express opinions, ask and answer questions, develop their knowledge, solve problems creatively, discuss, and draw conclusions" (Munir, 2008: 87). In order for active learning to run well it is necessary to use strategies in this learning, namely Poster comments (commenting on pictures), Index Card Match (looking for answer pairs), Active debate (active debate), Everyone is Teacher Here (all are educators) Team Quiz, Jigsaw Role Play, Card Sort (sorting cards), Concept Mapping (concept maps), Information Search (looking for information), Demonstration (Demonstration), Think-Pair-Share (think-match-share).

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