
AUDIO SCRAPBOOK MEDIA WITH STORYTELLING METHOD TO STIMULATE WORD LEARNING ABILITY IN CHILDREN

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ABSTRACT

This research aims to develop Scrapbook Audio media to stimulate the ability to ban words in children aged 5-6 years. This research uses the Borg & Gall development model through 4 stages of trials, namely expert trials of materials and languages, expert trials of learning media, initial field trials, and main field trials. The subjects of this study were as many as 9 children, considering that while the study is still in the condition of Covid-19 (Rotating system in the Teacher's house). Data collection techniques use questionnaires and documentation. The results showed that the value obtained by Scrapbook Audio media from material and language experts was 92,5% with the predicate "very high", learning media experts by 82% with the predicate "high or decent", initial field trials by 82% with the predicate "high", and main field trials by 88% with the predicate "high". Based on the results of the study it can be concluded that scrapbook audio media to stimulate word conservation in children aged 5-6 years is worth using.

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A. Introduction

Child 0-8 years is the time when potency child truly determined. Age the is The Golden Age (age gold) that comes only very in life human , at age the man determined quality (Mutiah, 2012). The importance of adults in stimulate development and growth child age early childhood is an important task of parents and early childhood educators. According to Permendikbud 2014 No.146 about The 2013 PAUD curriculum explains , aspects of development learning in the golden age reaches moral religious values, values physique motor, value language, value art, value socio-emotional, and cognitive.

Development on potential child impact on readiness child for enter education next, one of them ability language. Some behaviorists also reveal that language is a relationship response and imitation. Stimulus- response theory work in development language, it takes a process through habituation the environment and the process of imitation obtained from the teacher, Skinner in (Dhieni, 2015).

The storytelling method is a method used by educators in teaching and learning activities where educators convey orally with certain stories, a certain time allocation, and students are generally passive (Akbar, 2020). Learning media are device learning used educators in stimulating children's development at school. The effectiveness of teaching and learning activities is strongly influenced by methods and media. The choice of method will be influenced by the media used, so both are interrelated with each other, so that in their goal both are able to reach the child (Jalinus, 2016).

Based on results Interview Most educators are not yet able to use technological media such as projectors or other technologies. The existing infrastructure in schools is also not adequate so educators have to borrow such as projectors, if using technology in learning. This makes it difficult for educators to deliver learning materials when using technology media. The media used is also less attractive, even media to improve language, especially vocabulary, is not yet in school, so there are still many children who still can't understand, talk to friends, play alone, don't want to answer when educators provide stimulus. RAM NU 49 Ihyaul Ulum Canga'an provides a stimulus by playing a CD during exercise with different songs once a week and using used cans or playing clapping and imitating the sounds.

Based on description on so conducted study Scrapbook audio media development with method tell a story for stimulate vocabulary in children. Research

objectives this is for knowing appropriateness Scrapbook audio media to stimulate vocabulary skills, as well as knowing use and the results received by the participants educate using audio scrapbook media.

B. Method

Study this use study development. Models used in study this is Borg And Gall which has 10 stages, but researcher adapt needs media development and limitations time so that simplified into 7 stages: (1) identification problem, (2) collection information, (3) design product, (4) validation design, (5) revision design, (6) trial product, (7) revision product.

Subject The pilot of this study was children aged 5-6 years at RAM NU 49 Ihyaul Ulum Canga'an with a total of 6 children in the initial trial and 9 children in the main field trial. Data collection techniques in research this use questionnaire and documentation.

Research results from material and language expert trials, learning media expert trials, and student trials (child responses) will be percentageed for each value obtained using the formula according to Komang as follows:

$$\text{Percentage of answers} = \frac{F}{N} \times 100\%$$

Description:

F : the number of scores from the alternative answers chosen by the subject

N : the maximum score of all subjects

(Ramansyah, 2018)

The results of this data analysis then will used for revise product development so that becomes suitable product with destination learning. Data analysis descriptive qualitative obtained from critiques and suggestions given by experts materials and language, learning media experts, and trials participant educate (response child).

C. Result and Discussion

Result

The results of the trial validation obtained from expert materials and language, learning media experts, and trials participant educate (response child) will given meaning and decision on a products that use achievement level conversions:

Table 1. Criteria for Validity of Companion Textbook Products

Achievement Level	Predicate	Information
90% - 100%	Very high	Very Worth it, no need revised

75% - 89%	Tall	Worth it, no need revised
65% - 74%	Enough tall	Not worth it , need revised
55% - 64%	Not high enough	Not worth it , need revised
0% - 54%	Very Less High	Very not worthy , necessary revised

(Ramansyah, 2018)

Test Validation Results _ expert Theory get score percentage by 92.5%, so that material on audio Scrapbook media with method tell a story for stimulate vocabulary in children get predicate "very high " with very decent information , test results _ media experts get percentage by 82%, so that the Scrapbook audio media get prefix " high " with description worthy , test results _ field beginning get percentage by 82% with predicate " high " , and for testing field main get predicate by 88% with " high " predicate.

Discussion

Study with learning media Audio Scrapbook on children aged 5-6 years. This was done because of the problems that occurred at the RAM NU 49 Ihyaul Ulum School, such as the media in language development, especially vocabulary that had not yet been developed. Once conducted at RAM NU 49 Ihyaul Ulum Canga'an District the end of the Regency greek.

Development on potential child impact on readiness child for enter education next, one of them ability language. Behavioristic theory states that children's abilities are not obtained from birth, but through regulation of the environment and imitation of adults, in other words, individuals learn language through the stages of imitation from adults and then given reinforcement. Some behaviorists also reveal that language is a relationship response and imitation. Stimulus- response theory work in development language, it takes a process through habituation the environment and the process of imitation obtained from the teacher. Schools use this understanding by avoiding punishment and giving rewards, Skinner in (Dhieni, 2015).

According from Gerlach and Ely, that medium is human, material, or events that make learners capable get knowledge, skills, or attitude. In the sense this, teachers, books, texts, and the environment school is the media (Arsyad, 2016). Media can also be interpreted as a tool used by educators to convey material to students both visually, audio-visually, and audio. The learning media used by educators are expected to be able to convey information, provide new knowledge, and make teaching and learning activities meaningful and fun.

Learning media can also be supported by appropriate methods, one of which is storytelling. Listening to stories affects children's concentration so that children's

memory becomes long and will affect the development of spoken language because children feel confident with the vocabulary that has been stored and remembered through the stories they hear. The storytelling method using audio-visual media is an effective learning because it has a simple story, the story is displayed attractively, and is accompanied by audio to motivate children in learning (Mekarningsih et al., 2015).

Studies have also done later becomes reference relevant research in research this, one of them "Influence" Scrapbook Media Usage Islamic Beredis Against development Cognitive Children aged 5-6 years in TK Aisyiyah 04 Surabaya". Study this conclude that use edition of scrapbook media islamic give influence in stimulate development cognitive child aged 5-6 years in TK Aisyiyah 04 Surabaya. This medium capable give impact to student especially in speed up understanding in show cause-and-effect processes happening something circumstances that occur and cause attitude patient, responsible responsible and trustworthy , as well as appropriate honesty with score islamic.

There is a number of difference with study before, one of them from side variables used. Study relevant researching about cognitive, while researcher about aspect language points ability vocabulary. Appropriateness development got from calculation validation learning media expert, expert material and language, and response child. Validation result learning media expert aim for knowing appropriateness making learning media products Audio scrapbook before tested. Evaluation media expert got score 82% with category tall or worth. Validation result expert material and language aim for knowing appropriateness product from side material and language. Evaluation expert material and language get score 92,5% with very high category or very worthy. Result of response child or trials on participants _ educate aim for knowing level the feasibility and use of the developed audio Scrapbook media. Evaluation user from Initial field trials get a percentage of 82% and in the main field trials get a percentage of 88% of the trials both get a "high or decent" rating.

Scrapbook Media is a book that can be opened into 4 parts using the storytelling method in conveying it. This media is an audio-visual media. This media has audio which is used to clarify the answers to the questions in the media which is equipped with a manual to facilitate the use of the media Audio scrapbook. The use of this audio scrapbook media gets a good assessment and is appropriate to use to stimulate vocabulary in children aged 5-6 years. The results of the trial show

that the results of the initial field trial with 6 subjects with a result of 82% (Eligible) and the results of the main field trial with 9 subjects with a result of 88% (Eligible).

D. Conclusion

Media Scrapbook is a book that can be opened into 4 parts with a storytelling method that is equipped with a guide to make it easier for adults to use the media. Based on research on the development of Audio Scrapbook media with the storytelling method used to introduce vocabulary to children, it can be found that this learning uses the Borg & Gall development model which consists of seven stages. The results of the media search by validators and children, there were 6 children in the field trial and 9 children in the main field trial. The following are the results from material and language experts and learning media experts who get a percentage of 92.5% from material and language experts and 82% from learning media experts. Percentage of two experts rated "Highly Qualified and Eligible". Meanwhile, in the field trial, the percentage was 82% and in the main field trial, the percentage was 88%, both of which were rated "high or decent". The explanation above shows that the "Decent" Audio Scrapbook media is used as a learning medium to increase vocabulary in children aged 5-6 years because it has values that show the appropriate values in the table.

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