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Smart And Careful Competition (Lcc) As A Means Of Learning At Uptd Sdn 16 Gambus Laut Village, Fifty Coastal District, Batu Bara Regency

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ABSTRACT

The purpose of this community service is to find out the effectiveness of the Quiz Competition (LCC) as a learning tool at UPTD SDN 6, Gambus Laut Village, Fifty Coastal District, Batu Bara Regency. The type of research used is qualitative with a case study approach, involving students of UPTD SDN 16, Gambus Laut Village, Lima Lupuluh District. The research took place from July 28, 2025 to July 30, 2025 and focused on students' ability to understand and answer questions during the competition. Data was collected through observation, interviews, and documentation. The Quiz Competition (LCC) is carried out in stages, including planning, implementation, and evaluation. The results of the study showed that: (1) The activity lasted for one day and was attended by students at UPTD SDN 16, Gambus Laut Village with two lecturers, namely Beta Rapita Silalahi, S.Pd., M.Pd. and Rini Fadillah Putri, S.Pd., M. Hum. This Quiz Competition (LCC) helps students increase their confidence and enthusiasm for learning. Parents can see their children's understanding. (2) The final conclusion shows that 70% of students are more enthusiastic about learning, while 30% understand well. The activity began with an opening involving many parties. The competition covers a wide range of subjects and uses mandatory, throwing, and grabbing questions. At the end of the competition, the criteria are 1st place from group 1 with a score of 3,250, 2nd place from group 2 with a score of 2,600, 3rd place from group 3 with a score of 2,200

Keywords: *Quiz Competition (LCC), UPTD SDN 6 Gambus Laut Village, Lima Lupuluh District.*

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INTRODUCTION

Basic education is an important foundation for shaping children's character and intelligence. The goal is to develop academic and non-academic abilities. According to Beta (2022), one of the most important aspects of a person's life is their education. Education is also a methodical and structured effort to help children grow by imparting knowledge, teaching them different skills, and building positive values

and outlook on life. According to Beta (2022), one of the key components in producing high-quality human resources that will determine their future survival is education. For the first time, a man received an official education from his family (Marini & Silalahi, 2022).(Ardiansyah, 2019) (Sahara & Silalahi, 2022)

Education in Indonesia is often stuck in the same patterns, such as rituals and formalities, and often does not pay attention to the uniqueness of each student and the changes in their environment. In addition, maintaining students' enthusiasm for learning and encouraging them to be active in the classroom is also a challenge in Education. Declining student involvement in lessons is a big problem to achieve good educational goals.(Shofiyani et al., 2023)(Sa'diyah et al., 2023)

This difference between the expected conditions and the reality makes UPTD SDN 16 in Gambus Laut Village, Kec. Fifty Pulu to use a more creative and fun way. The Smart Competition was chosen as another way to increase students' interest in learning. With healthy and fun competitions, it is hoped that students will be more interested in learning. Using game methods in learning matches the nature of elementary school students who love to play. This allows them to interact directly with the environment and helps them understand the material better. This method also creates a meaningful learning experience for them. This activity aims not only to increase knowledge, but also to develop intellectual, social, and spiritual intelligence.(Hamzah et al., 2023) (Nasution & Nurdailah, 2018)

Intelligent and careful competition is very important to help appreciate one's own and others' achievements. The purpose of holding this Smart Competition is to make learning more exciting and fun, increase student participation, and provide a more meaningful learning experience. By combining elements of games and competitions in the learning process, it is hoped that a more interesting and effective learning atmosphere can be created for participants. Quizzes are a way of learning that is done by competing. This can help improve skills, talents, and general knowledge. In addition, quizzes also train us to think quickly and precisely when answering questions. This way, students can find out how good they are by answering questions correctly and quickly.(Aditiya & Mesran, 2022)(Suhery et al., 2020) (Lestari et al., 2023)

To overcome learning problems that are often boring and rigid, we carry out service activities using more creative and fun teaching methods. The KKN group started the Smart Competition as a new way to increase the students' enthusiasm for learning. This strategy is created to add a positive and fun element of competition to the learning process. In this way, it is hoped that it can improve students' enthusiasm for learning better. The Smart Competition will be held from July 28, 2025 to July 30, 2025 at UPTD SDN 16 Gambus Laut Village, Lima Puluh District. The participants of this activity were 5th and 6th grade students from UPTD SDN 16 in Gambus Laut Village. Fifty is the main objective of the competition. The materials tested in the competition include school lessons. The competition was attended by several selected groups, and each team consisted of three people. In its implementation, participants are divided into two groups: the red team and the white team. The competition procedure follows a fast and precise manner. Each team must answer the questions read quickly and correctly. The way to answer is to raise your hand and mention the name of the team first before giving an answer

METODE

The type of service used is qualitative with a case study approach, involving UPTD students of SDN 16 Gambus Laut Village, Kec. The service lasted from July 28, 2025 to July 30, 2025 and focused on students' ability to understand and answer questions as well as affective and psychomotor activities during the competition. Data was collected through observation, interviews, and documentation. The smart competition is carried out in stages, including planning, implementation, and evaluation. In planning, the committee designed the rundown and competition questions, communicated with teachers to determine the schedule, and scheduled the competition from July 28, 2025 to July 30, 2025. The competition was held in one day with Mathematics and Science subjects, involving 4 teams with 2 representatives from grades 5 and 6. Each team consists of 3 students who work together in two rounds, the semifinals and the finals. The semifinals consist of 5 multiple-choice questions, and the final with 8 questions, 5 multiple-choice and 3 essays. The winner receives a prize. Socialization with teachers was carried out to get permission and invite 5th and 6th grade students to participate in the competition. The implementation of the competition lasted from 07.00 until it was finished, ending with the distribution of prizes. The evaluation was carried out with homeroom teacher interviews to assess the effectiveness of the competition in increasing student motivation.

RESULTS AND DISCUSSION

The activity which lasted for one day was attended by UPTD students of SDN 16 Gambus Laut Village with participants from Grades 5 and 6 and two teachers. This activity, in the form of a smart and careful competition, ran smoothly and helped students increase their confidence and enthusiasm for learning. Parents can find out their children's understanding through this competition. Teachers also support because this activity makes the learning atmosphere more conducive. The results of the response showed that 70% of students were more enthusiastic about learning subjects, while 30% had a fairly good understanding.

This activity began with an opening ceremony involving many parties, including teachers and students. Their presence is expected to have a positive impact on teachers and students in Lima Puluh District. The material prepared was well delivered to the participants of the Smart Cermat competition which was divided into several squads, with students acting as judges. This competition uses questions from various subjects such as Indonesian Language, Science, Social Studies, Mathematics, and General Questions. There are three types of questions: mandatory questions, throwing questions, and scramble questions. Points are awarded based on correct answers. The four students with the highest points were selected as champions. 1st place in class 6A Grade 3250, 2nd place in class 6B Grade 2600, 1st place in class 5B Grade 2200 and 2nd place in class 5A Grade 650. Participants showed high enthusiasm and understood the material presented.

ACTIVITY DOCUMENTATION

Documentation of the Distribution of Smart Prizes at UPTD SDN 16 Gambus Laut Village, Kec. Lima Sepuluh on July 30, 2025

CONCLUSION

The Smart Competition (LCC) as a means of learning at UPTD SDN 16 Gambus Laut Village, Lima Puluh Pesisir District, Batu Bara Regency" can increase the intelligence of students who are good in smart and careful activities and also as a means in teaching and learning activities, improve the professionalism of teachers and students in providing material properly and correctly to students in Gambus Laut Village, Lima Puluh Pesisir District, Batu Bara Regency in the learning process in the classroom in accordance with the material material Lates

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