

Devolovment Language Indonesian Writing Materials at SD Negeri 060837 Medan

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Article history: Received August 30, 2025; revised September 17, 2025; accepted September 30, 2025

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ABSTRACT

During the learning process that makes students a little less interested in learning, and has not been developed the use of media and learning media can be described as media that contain information or instructional messages and can be used in the learning process. Learning media is a medium that conveys messages or information that contain the intent or purpose of learning. Learning media is very important in helping students acquire new concepts, skills, and competencies; therefore, researchers can understand that media is very important in learning. Many types of media can be used by teachers in the teaching and learning process, but teachers must be selective in choosing the type of media. In the digital era, teachers must be able to use not only classical learning media but also modern learning media. Several research findings also show the positive impact of media used as an integral part of classroom learning or as the main way learning takes place, and that learning media is one of the tools used by teachers so that learning activities take place effectively. Media is anything that can be used to channel messages from the sender to the recipient so that it can stimulate the thoughts, feelings, attention, and interest of students in such a way that the learning process occurs.

Keyword: Learning process, Media

I. INTRODUCTION

Learning activities are dominated by teachers, whereas students tend to be passive. Teachers provide information that schools have used media in the learning process, but there are no facilities and infrastructure such as projectors that can be used in learning to provide material to students, and the implementation of varied media has not been carried out, and students have difficulty understanding.

The material that teachers want to convey, seen when educators ask students to put away their books, many students are less attentive, as seen from their reactions when asked to answer questions, and students are less responsive.

Concerning Process Standards in, Elementary and Secondary Education is a Ministerial Regulation. This regulation states that Process Standards are the minimum criteria for the learning process, based on the path, level, and type of education required to achieve graduate competency standards. Process Standards are used as guidelines for implementing an effective and efficient learning process to develop the potential, initiative, ability, and independence of students optimally. Process Standards include learning planning, the implementation of learning, and the assessment of the learning process.

II. LITERATURE REVIEW

This study identifies and describes the implementation of learning and improving the activity of writing anecdotal texts through the application of model and comic strip media. This study uses a Classroom Action Research approach, which is implemented in two cycles, including tests to measure students' anecdotal text writing skills and non-tests, namely observation, interviews, and photo documentation, to observe student activities during the learning process. Data analysis was performed both qualitatively and quantitatively by comparing the results of the tests and observations between the two cycles.

The results of this study showed that the application of the model and comic strip media was effective in improving students' anecdotal text writing skills. The average student score increased from 70.0 (sufficient category) I, and student activities in learning also showed a positive increase, with students becoming more active.

III. RESEARCH METHOD

Research and Development is a research method used to research a product and then test the effectiveness of the product.⁴⁷ The type of research used in this study is development research, commonly known as research and development). The development model used by the researcher is a procedural development model that is descriptive. The model is a generic learning design model that provides an organized process for the development of learning materials.

The research and development procedure explains the steps involved in the procedure.⁴⁸ Based on the research and development models chosen by the researcher.

IV. RESULT DISCUSSTION

Implementation is the real step used to implement a learning system that has been created. This stage is carried out to determine the level of feasibility of development, so that it can be carried out for media development. Before the product was tested, product validation was performed based on the design and materials. After the product is declared feasible, it is implemented in field. Furthermore, the researcher noted the shortcomings and obstacles that occur when the product is implemented in students, and evaluation is the last step in the learning system design model. Evaluation is a process carried out to provide value to the development of teaching materials in learning.⁴⁹ The product trial stage in this development research is to obtain accurate data in revising the results of this product development to determine the objectives of effectiveness and efficiency of the product. The product trial is intended to collect data that can be used as a basis for determining the level of effectiveness, efficiency, and attractiveness of the resulting product. In this section, it is necessary to state the trial design, trial subjects, types of data, data collection instruments, and data analysis techniques.⁵⁰

Product trials conducted by researchers related to the development of comic story media to improve narrative writing skills were tested by material.

Product trial design is a description of product assessment, where the assessment of a product is important because it determines the advantages and disadvantages of a product that are then improved. The compiled comic story-based learning media were validated by a team of experts with the aim of determining the validity of the product being developed. After validation and improvement.. The trial conducted on students was intended to determine the students' responses to the developed comic strip-based learning media.

V. CONCLUSION

Product trial subjects usually consist of product content experts, product design experts, and product user targets. Meanwhile, the trial subjects in the development of comic story media teaching materials about stories about clean and healthy living to determine the level of product feasibility are Indonesian language lecturers as learning experts (validators), media expert lecturers as validators, language experts and user trial subjects, namely teachers and students of class VI SDN 6 MEDAN

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