The Influence of Learning Models cooperative Make a Match type and media based Canva app against level HOTS thinking of students

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Abstract

Build existence The Indonesian nation with character in the 21st century is challenge for Indonesian nation. This model help student understand material in a way effective through card answers and games ask answer so that learning become more fun and not boring. Formulation problem is there is influence of learning models cooperative type *Make a Match* against level think HOTS students in the eyes social studies class IV Gugus RA Kartini, Bumi Raya District, Regency Morowali, Is there is media- based influence Canva app against level think HOTS students in the eyes social studies class IV Gugus RA Kartini, Bumi Raya District, Regency Morowali. Research purposes Analyze influence of learning models cooperative Make a Match type against level think HOTS students in the eyes social studies class IV Gugus RA Kartini, Bumi Raya District, Regency Morowali, Analyzing media- based influence Canva app against level think HOTS students in the eyes social studies class IV Gugus RA Kartini, Bumi Raya District, Regency Morowali. method study experiment is method research conducted with experiment, which is used For know influence variable independent (treatment) towards variable dependent (result) in controlled conditions. Research result Analysis statistics descriptive aim For describe achievement results Study so that known HOTS thinking level of students with apply the learning model cooperative Make a Match type in class experiment and use application media Canva- based classes control.

Keywords: Learning Model, Canva media, HOTS thinking

Introduction

Build existence The Indonesian nation with character in the 21st century is challenge for Indonesian nation. This matter can materialized If every Indonesian citizens have strong will

and character in frame build civility nation. Popular 21st century with bring change that is rapidly development Knowledge Knowledge and Technology (IPTEK) which resulted change paradigm marked learning with change curriculum, media, and technology. Good learning media interpret abstract concept become easy understood. Learning based Information and Communication Technology (ICT) does not can separated with demands learning 21st century (Putri & Nasution, 2023) . One of demands learning 21st century that is integration technology as a learning medium For develop Skills Study. Participant educate need Study How use good and correct technology For life daily. Besides that can increase Skills think inventive, communicating effectiveness, productivity high, and spiritual (Efendi et al., 2023)

Education is one criteria For determine quality resident a country, without education a country rich in source Power natural No can managed optimally, so No can ensure well-being inhabitant his country (Aksana, n.d.) . Educator own very important role in maximizing quality education in the country. Especially in this day and age, that is 21st century, a teacher must educate his students in accordance with nature and character his era (philosophy Ki Hajar Dewantara's education). Student must own skills that will possible they For face complex life in the future (Ramdayani & Amran, nd) .

2013 Curriculum in activity classroom learning using a thematic model. Learning thematic is a blended learning model a number of principal discussion to in something theme. Curriculum works as guidelines in implementation activity education at school for related parties, OK in a way direct nor No straight away, like teacher, head schools, supervisors, parents, communities and parties student That Alone (Damayanti & Wiarta, 2022) . However, on research Here, focus main researcher only in social studies learning.

In situation like that's the goal school is for the teacher to raise more students good, growing, and continuous explore connection man with people, relationships man with environment, and relationships man with its creator. Schools can too packing learning with IPS for push student practice ability he thought. Because obey mastery lessons, students must emphasize ability he thought as part from learning. Order things That happens, students must taught For increase ability he thought so that become useful intellectual for students and become one factor important in develop and expand maturity he thought. With Thus, IPS has attachment with think critical (Pratiwi et al., nd) .

Learning model cooperative the Make a Match type is something method For solve teacher and student problems in manage learning with emphasizes ability think student so the teacher can help student increase HOTS (ability think level tall). Think critical is A abilities possessed everyone for analyzing ideas or A idea to more direction specific, so idea the become more clear. Ability think critical thinking is very necessary For analyze something problem reached the stage search solution (Pratiwi et al., nd)

One of Skills think that moment This need grown in social studies learning in class is Skills think level high (Higher Order Thinking Skill). In Subjects Knowledge Knowledge Social (IPS), skills think is one of aspect from dimensions very important skill For prepare participant educate become creature social can undergo his life as democratic citizens. Social studies learning in elementary school is a must can grow Skills think (Arifah, 2023)

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Teachers must own ability plan interesting and communicative learning, for reach objective government related optimal learning in education child nation. Not only That, teachers must too use interesting learning media For reach objective learning (Khatimah, 2023).

Based on results observation and observation done straight away researcher at the RA Kartini Cluster, Bumi Raya District, Regency Morowali found a number of fact including : implementation learning Still teacher- centered, applied social studies learning not enough connect eye lesson with life daily students, so far This ability think critical learning student Still weak. In the learning process, the teacher does not carry out learning that focuses on solving problem in accordance with the ideas/ ideas of each student, however system evaluations oriented towards Low Other Thinking Skills (LOTS) are debilitating ability think critical student.

As follow carry on from results discussion with the class teacher For solve problem social studies learning, researcher set alternative action that is apply the Make a Match learning model with using media based Canva application. That matter chosen because of the learning model and environment Study This can create atmosphere fun learning, improving ability think critical students and provide experience learn more meaningful Because material presented more interesting attention student. This model help student understand material in a way effective through card answers and games ask answer so that learning become more fun and not boring (Wahyuningrat et al., 2023) .

Literature Review

Rusman (Ulum et al., 2024) explain that make a match is one type from method in learning cooperative. One of superiority technique This is student look for partner while Study about something draft or topic, in something fun.

Based on opinion above, yes concluded that learning model cooperative The Make a Match type is an inviting learning model student For find answer from question or partner draft through game card pair in period time certain.

According to Istarani (Fitri et al., 2023) , the make a match learning model has strengths and weaknesses. The advantages of this model that is ; (1) students involved direct in answer the question presented to her through card, (2) increase creativity Study students, (3) avoid saturation student in follow the learning process teach, (4) can grow creativity think students, because through matching questions and answers will grow in itself, (5) learning more pleasant Because involves the learning media used by the teacher. Whereas the weaknesses are ; (1) difficult for teachers to prepare good and good cards, (2) difficult arrange rhythm or the course of the learning process, (3) students not enough understand meaning the learning you want be delivered Because feel only just game course, (4) difficult For concentrate child.

By general, the media comes from from Language Latin 'Medius' which means middle, intermediate, or introduction. Apart from that, the word media also comes from from Language

Latin which is form plural from the word medium, and has the meaning of intermediary or introduction source message with recipient message (Fitri et al., 2023) .

The word media applies For various activity or business, such as media in delivery message, magnetic delivery media or hot in field technique. The term media is also used in field teaching or Education so the term become an educational medium or learning media (Mayasar, Herlina & Setyanto, 2022)

Based on a number of opinion above, yes concluded : a) media is receptacle the message you want submitted by the source or distributor to audience target or recipient message, (b) that submitted material is message learning and that possible goals achieved is realization of the learning process If the media does not Can Act as a distributor of the desired message No effective and not Possible convey fill message conveyed by the source possible goals achieved. Therefore that, moment plan message, an Characteristic or target characteristics or recipient must noticed message (age, background behind social culture, education etc) and conditions study, that is factors that can stimulate or influence birth activity Study teach.

Research Methods

Type of research used in study This is experiment. According to (Istiningsih et al., 2021) method study experiment is method research conducted with experiment, which is used For know influence variable independent (treatment) towards variable dependent (result) in controlled conditions. On research experiment This writer using two classes Where first class is class experiment and second class is class control.

Results/Findings

Something instrument is said to be valid if instrument the can measure what it should be be measured. On research this is a validation process carried out by expert validators. The question has been made consulted to expert validators Then validated and revised. The question has been validated by experts Then It was tested in class VI at SDN Atananga on February 5 2024, which was attended by 13 students. Election class This because class the has learn material to be researched. The instruments tested consists over 20 question items. Trials done with objective For know validity, reliability, power differentiation and level difficulty from instrument the.

Data collection is carried out with method documentation and methods test. Documentation method used For collect related data with the variable in question. Whereas method test used For know level mastery participant educate to existing competencies determined. Tests used that is test written form question choice double.

Before instrument used, especially formerly tested Try it on 13 students class VI at Atananga Elementary School For know validity and reliability. Tested questions try it consists of 40 items question. Based on test results with Using SPSS 22 for Windows, 20 items were obtained consistent (valid) questions.

Calculation results reliability instrument question student with using SPSS 22 is 0.957. that value show that instrument questions about students' HOTS thinking level reliable, so can reliable For used as instrument study.

The purpose of study This that is For analyze level think HOTS students who are given a learning model cooperative More Make a Match types Good than level think HOTS level of students being taught with using media based Canva application in class IV. Moreover First, the data was tested for normality and homogeneity. The data results normally distributed and homogeneous. If the result normally distributed and homogeneous, then For data analysis using statistics parametric in the form of an independent sample t-test.

Discussion

Study this implemented in class IV at SDN Atananga and class IV at SDN Samarenda. Researcher choose class IV at Atananga Elementary School as given class treatment or class experiment with application of learning models cooperative make a match while class IV at SDN Samarenda as class control without using a learning model cooperative make a match but only using application media Canva based. Second class the is class in category equivalent class (Hamidah et al., 2022) .

Learning held with using a learning model cooperative Make a Match type in class IV, where student more can accept material and understanding material with method group and play. There is a number of students who feel difficulty moment understand and complete problem, however after implementation of the learning model cooperative Make a Match type, difficulty student can reduce through discussion in a way group. Activity Study group This containing about discussion together member respective groups for discuss problems that have been given by the teacher to produce solution achieved (I Wayan Sugama et al., 2024) .

Class control apply learning with using media based Canva app, learning teacher-centered making student tend not enough active. Just learning taking place One direction make student bored and loaded student not enough in notice teacher's explanation. That matter can become possibly one obstacles to the improvement process ability think HOTS students (Mentari et al., 2023) .

Learning model cooperative Make a Match type aims For increase ability think HOTS students. Application of learning models cooperative Make a Match type of coaching ability think and make possible student Work The same in group For solve problems raised by the teacher. Student can develop ability he thought to more levels tall with develop ability he thought (Mentari et al., 2023) .

Make a Match learning model is applied in learning This taking place for 2 hours of lessons or 2 x 35 minutes. Learning started with greetings, pray, then do absenteeism. Next, learning started with explain about source Power nature in the environment around along with the benefits in life. After finished explain about material, students shared into two groups, viz group A and group B. Then the teacher distributes card questions and cards answer to group A

got it card questions and group B holds card answer. After each student get card these, students must look for answer from card question that has been given during the stated time limit determined. When there is students who can match the card, then student the proceed to front class For read card questions and cards answer ahead friends so that other friends can give response is partner card the suitable or No. Next, the teacher gives confirmation truth about card questions and answers provided be delivered to student (Mulvia & Lestari, 2023) .

Conclusion

Ability think HOTS students are taught with using a learning model cooperative More Make a Match types Good than ability think HOTS students are taught with using media based Canva application in class IV. There are enhancement ability think HOTS students are taught with using a learning model cooperative Make a Match type in class IV.

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