



Development of a Talking Stick Learning Model Assisted by Question Boxes on Students' Social Sciences Learning Outcomes

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Abstract

Education is business man For build personality in accordance with values in society or as effort help participant educate For develop and improve knowledge, skills, values, attitudes and patterns Act useful behavior for life. Formulation problem is there is enhancement results learn social studies students class V against development of the Talking Stick learning model assisted by Question Box, How Smoothness implementation of the Talking Stick learning model assisted by Question Box results learn social studies students class V SDN Kaleroang, Kec. South Bungku, Regency Morowali, What constraint in development of the Talking Stick learning model with the help of Question Box results learn social studies students class V SDN Kaleroang, Kec. South Bungku, Regency Morowali. Research purposes For know constraint in development of the Talking Stick learning model with the help of Question Box results learn social studies students class V SDN Kaleroang, Kec. South Bungku, Regency Morowali. Study This use type study development (Research and Development). Research and development methods or in Language English Research and Development is method research used For produce product certain, and test effectiveness product the. Research result A pre-test was used For know results Study beginning student before given treatment use Development of the Talking Stick learning model assisted by Question Box.

Keywords: Development, Learning Models Talking Stick, Learning Outcomes

Introduction

Education is a systematic process For enhancement honor and dignity man in a way comprehensive. With Thus, education should become means strategic in development potency individual to aspire build man completely can achieved. According to Law no. 20 of 2003

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Education is business conscious and planned For realize atmosphere learning and the learning process for students in a way active develop potency himself For own religious spiritual power, control self, personality, intelligence, morals noble, as well necessary skills himself, society, nation and state (bagiada & Jayanta, 2022) .

According to (Wantini et al., 2023) education is business man For build personality in accordance with values in society or as effort help participant educate For develop and improve knowledge, skills, values, attitudes and patterns Act useful behavior for life. Education is developing when get support from various party. That education Alone help student develop potency himself, fine Skills nor the quality to more direction positive. Therefore that, students must through a number of stages of the educational process, begins with learn, use realize and develop potency himself become complete human (Trihartoto & Indarini, 2022) .

National Education System Law no. 20 of 2003 that objective education national is For development potency participant educate to become a man of faith and piety to God Almighty, have morals noble, healthy, knowledgeable, capable, creative, independent, and become democratic citizens as well as responsible answer (Naisau et al., 2021) . Education is a process of formation character a country, where every citizens have the right get decent education. Development education from time to time always experience sustainable change. Change education in Indonesia is implemented start from use curriculum, techniques and methods teaching, as well use tools increasingly technical proceed (Sultan, 2022) .

In the learning process especially at school, no Enough only give knowledge factual and skills base course, but also need to be added other skills in taking decisions, solving strategies problems and use of internal information study collaborative. a must solution provided as reserve for the future. Think critical and creative is Skills think level continued support solution problem student in the learning process. If student can develop Skills that, then expected If student can think creative, then think critical will increase, p this will too influential Good to results Study student (Naisau et al., 2021) .

One of size For describe success student is results learning gained from interaction between teachers and students, activeness student For participate in the learning process. Selecting the right learning model is key success activity Study teach. Activity learning is also a must supported by learning media, because learning media is tool or encouraging instrument Study student. Use of learning models and media can involve attention student in understand material so that can increase results Study student (Literature & Sudana, 2021) .

Effective learning is learning that provides participant educate opportunity Study Alone or do activity Alone. Educator provide facility Study for educator For learn it. Learning This more drip focus on principles activity Study participant education, (Cahyani & Agustika, nd) .

Literature Review

Learning model is something planning or something the pattern used as guidelines in plan learning in the classroom or learning in tutorials and for determine device device learning including books, films, computers, curriculum and others. (Amalia & Setiawan, 2023) .

Talking Stick (stick speaking) is the way it was at first used by residents Native American for invite everyone is talking or convey opinion in a forum (Putri et al., 2022) . The Talking Stick learning model is an encouraging learning model student For speak and issue opinion. Learning model This done with help stick. Stick made as allotment or turn For opinion or answer question map from the teacher after learn material. This model is very simple practiced especially in elementary schools (Masana, 2022) .

Instructional Media is one of tool aids used by educators for activities learning taking place with effective. Media is all something that can used For channel message from sender to recipient so that can stimulate thoughts, feelings, concerns and interests as well as attention participant educate like that appearance so that a learning process occurs (Astikajaya, 2022) . Question Box is a simple media to create in form box containing a number of questions answered by each member group in a way random. The purpose of source Power This is For awaken Spirit Study students and create all member group active do task (Key, nd) .

According to (Alivvia et al., 2023) Question Box, or learning media, was designed For interesting interest student For learn and encourage every member group For deploy more effort big For finish problem. With apply it in class, students will more No depend on the teacher because they will keep going looking for information about medium topicthey learn.

Research Methods

This Study use type study development (Research and Development). Research and development methods or in Language English Research and Development is method research used For produce product certain, and test effectiveness product the (Nadhira & Simamora, 2023) .

Results/Findings

Study start carried out on February 1 2024 at SDN Kaleroang, District South Bungku Regency Morowali with give letter permission to institution Kaleroang Elementary School. Study This carried out by researchers in accordance with the schedule that applies at school. On February 2, 2024 researcher do interview towards the guardian teacher Class V SDN Kaleroang with submit a number of question in accordance with those listed in the attachment.

Study carried out in class V of SDN Kaleroang in the Even semester of the 2023/2024 Academic Year, with sample students totaling 25 students. Study This use development of the Talking Stick Learning model assisted by Question Box with amount meeting stare advance

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that is carried out at the moment study is nine meetings, ie with details one meeting giving a pre-test, four times the learning process with Development of the Talking Stick learning model with the help of Question Box and four post -tests.

Development of the Talking Stick learning model assisted by Question Box results learn social studies students Class V SDN Kaleroang using the ADDIE development model because the ADDIE model has connectedness One each other. In this model, have effective stages, meaning No need a long time and every stages own chance For revision or repair. In development using the ADDIE model is also used for know level effectiveness in development.

Selected and used materials in development of learning media during four lessons on theme 6, namely : subtheme 1, lesson 3 with title material “ human with environment nature ”, subtheme 1 learning 4 with title material " negative influence of interaction man with environment ”, subtheme 2 learning 3 with title material “ life fisherman whaler ”, and subtheme 2 learning 4 with title material “ life Indonesian fishermen ”.

Discussion

Measured learning outcomes is realm cognitive, applied learning processes is using the Talking Stick learning model assisted by Question Box. Learning model This is a learning model that is carried out with use working stick as tool For determine students who will answer question in the box questions (Question Box) (Fajeri et al., 2023) . Implementation Post-test administration was used For know results Study student after follow the learning process with using the Talking Stick model assisted by Question Box. Post-test was carried out as much four times (Astuti & Wahid, 2024) .

Second post-test held on February 17 2024, attended by 26 students but Post-test scores are analyzed only 10 students. From the results of the second Post-Test is known that mark lowest obtained student is 60 and value highest obtained student is 100, with the average value is 81. With so in the second post-test results Study student Class V SDN Kaleroang after given learning and treatment with implementing the Talking Stick Learning model assisted by Question Box, including in category complete and achieve more KKM from 70 or 90 more of 70 (Irmawati et al., 2022) .

After implementation learning with the Talking Stick model assisted by Question Box, a third post-test was carried out at the meeting The seventh was held on February 20 2024 and was attended by 25 students but Post-test scores are analyzed only 10 students. From the results of the third Post-Test is known that mark lowest obtained student is 60 and value highest obtained student is 90, with the average value is 78. With so in the third post-test results Study student Class V SDN Kaleroang after given learning and treatment with implementing the Talking Stick Learning model assisted by Question Box, including in category complete and achieve more KKM from 70 or 78 more of 70 (Wahyulina & Dinullah, 2024) .

After implementation learning with the Talking Stick model assisted by Question Box, a fourth post-test was held at the meeting the ninth, which was held on February 22 2024, was

attended by 25 students, however Post-test scores are analyzed only 10 students. From the results of the third Post-Test is known that mark lowest obtained student is 60 and value highest obtained student is 100, with the average value is 83. With so in the third post-test results Study student Class V SDN Kaleroang after given learning and treatment with implementing the Talking Stick Learning model assisted by Question Box, including in category complete and achieve more KKM from 70 or 100 more of 60 (Phalguna, 2020) .

Conclusion

Research result This in accordance with research conducted by Rahayu (2018) with title study application of the Talking Stick Type Cooperative Learning model for increase motivation Study student class V of Kementeng State Elementary School Subdistrict Darmaraja Regency Sumedang. Increasing motivation Study student can influence to results Study students, as for the learning average students in cycle I was 70.85 and increased in cycle II to 80.73. This matter in accordance research that researchers do that after the results of the Talking Stick learning model were applied Study student in a way significant finished.

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