Active Learning Using Quizizz in Procedure Text Class XI SMK NUSANTARA 02 Kesehatan

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Abstract

In this COVID-19 situation, it is a challenge for teachers to still be able to create fun, interesting and active learning. Although learning is carried out remotely or online, teachers must be able to increase student activity. This study aims to increase student activity in studying the material provided, so that the results obtained are better. This study uses a qualitative descriptive method with facts obtained from students' understanding data. Therefore, the teacher conducts learning through interesting learning media. One of the interesting learning media in online learning is utilizing the Quizizz educational game. This Quizizz educational game usually uses a laptop or smartphone and can be carried out anywhere. The Quizizz educational learning is used for learning Procedure Text in class XI SMK Nusantara 02 Health. Through the descriptive method, this learning is supported by material observation, evaluation and interviews. The results obtained are that students enjoy this educational game and understand the material available in the Quizizz application faster.

Keywords: Online Active Learning, Quizizz and Procedure Text

Introduction

In accordance with government recommendations regarding breaking the chain of the spread of Covid-19 or Corona Virus, the learning process must be carried out from home. Schools as formal educational institutions must respond appropriately to this situation. Schools must anticipate as much as possible so that Corona does not spread in their environment. One way is to change the face-to-face learning pattern with distance learning. Therefore, various efforts have been made by teachers to find the right method in carrying out learning from home.

According to Hamalik (2003:61) learning is an effort to organize the environment to create learning conditions for students. In learning there is involvement between teachers and students who interact with each other and students are involved in the learning process. Thus the teacher is only tasked with helping students obtain information, ideas, skills, values, ways of thinking, means to express themselves and ways to learn.

Active Learning is a learning that invites students to learn actively. When students learn actively, it means that they dominate the learning activities. They actively use their brains either to find the main idea of the subject matter, solve problems or apply what they have just learned into a problem that exists in real life (Zaini, 2008:26). Michael (2006:160) states the notion of active learning (active learning) is a process where students are involved in several activities that force them to reflect on ideas and how

they use these ideas. Activities that require students to regularly assess their own level of understanding and skills in understanding concepts or dealing with problems in a particular discipline. In active learning, students are involved in the learning process so that they can think critically and deepen the material so that they can solve problems.

According to Macheasy (2008: 72), in general, by doing active learning, the following things will be obtained: (1) interactions that cause positive interdependence, (2) creating individual responsibility in groups (individual accountability), (3) foster a sense of social among students (social skills). With active learning students not only listen to the information conveyed by the teacher, but students also see what is explained by the teacher and finally students do or try directly what they have learned to obtain learning outcomes.Thus it can be concluded that the need for active learning needs to be done because with students being actively involved by saying and doing it will be easier for students to understand the material and can develop students' creativity and independence.

According to the Association of Education and Communication Technology (AECT), media are all forms used for the process of distributing information. While the notion of learning media is any tool that can be used as a channel for messages to achieve learning objectives. (Djamarah et al, 2006). According to Article 1 of the Republic of Indonesia Law Number 20 of 2003, concerning the National Education System, it explains that distance education is education in which students are separated from educators and learning uses various learning resources through communication technology, information, and other media.

Kemp and Dayton (1985) in their book Arsyad (2002) identified several benefits of media in learning, namely: (1) The delivery of learning materials can be uniformed, (2) The learning process becomes clearer and more interesting, (3) The learning process becomes more interactive, (4) Efficiency in time and energy, (5) Improving the quality of student learning outcomes, (6) Media allows the learning process to be carried out anywhere and anytime, (7) Media can foster positive attitudes of students towards the material and learning process, (8) Changing the role of teachers in a more positive and productive direction.

One of the interesting learning media, which has an interactive nature that prioritizes cooperation, communication, and can cause interaction in students is a game, which has characteristics to create motivation in learning (namely: fantasy), challenges (challenges) and curiosity (coriosity). (Irwan et al, 2019). The game itself is all contexts that cause interaction with one another between players by following existing and predetermined rules in achieving a goal (Sadiman et al, 2010).

The interactive quiz according to Untari (Sari, et al, 2018) is a combination of the lecture method, question and answer and assignment that is packaged in a quiz game. Games like this provide opportunities for players and all participants and even spectators for creative endeavors. Giving quizzes is a teacher strategy given to students by giving questions in the learning process related to the material that has been taught with the aim of measuring the level of understanding of students.

During the current pandemic, educators or teachers can choose Quizizz as one of the interesting learning media that can support the teaching and learning process. Quizizz is a digital-based learning media (multimedia). Digital media (multimedia) is media whose content is in the form of a combination of data, text, sound, and various types of images that are stored in digital format and disseminated through networks based on broadband optical cables, satellites and microwave systems (Flew, 2008). Quizizz is one of the digital media in the form of game practice questions and online presentations that help educators/teachers to distribute teaching materials to make it easier for students to understand. It can even increase students' interest and enthusiasm for learning certain materials when using this digital learning media.

Quizizz is a web tool for creating interactive quiz games that are used in classroom learning. The created interactive quiz has up to 4 answer options including the correct answer and an image can be added to the background of the question. Quizizz can provide data and statistics about student performance results directly. Quizizz can not only be done when learning in class, but also can be made questions for homework (PR), so that it can be played anytime and anywhere by students as long as it does not exceed the specified time limit.

With this quizizz, students will feel challenged, because there is a score obtained by answering quickly and accurately, the speed will have its own score. In addition, there will be competition, because quizizz immediately creates live rankings between quizizz participants. It's fun because there will be music to cheer you up, as well as funny and encouraging memes.

Methods

This study used a qualitative descriptive design. This research is intended to obtain a clear, objective, systematic and accurate picture of the facts obtained in the form of data related to the understanding of class XI students of SMK Nusantara 02 Kesehatan regarding learning procedure text by holding a test through the Quizizz application. Research subjects are parties who are used as samples in a study whose role is to provide responses and information related to the data needed by researchers. Arikunto (2002:116) research subjects are objects, things or places where the variables are attached, and which are at issue in the research. In this study, the teacher of Indonesian language subjects in class XI SMK Nusantara 02 Kesehatan. The object of research is something that you want to understand in more depth about "what happened" (Sugiyono, 2009:298). The object of this research is the planning, implementation, and evaluation of teacher learning in writing procedural texts through the Quizizz test by class XI students of SMK Nusantara 02 Kesehatan.

The data collection method used in this research is the method of documentation, observation, and interviews. The document used in this study to be examined and analyzed is in the form of a Learning Implementation Plan (RPP), specifically about learning procedure text which is evaluated through a Quizizz test by class XI students of SMK Nusantara 02 Kesehatan. From this document, you will get an overview of the planning, implementation, and evaluation of teacher learning in the Quizizz test regarding procedure text in class XI SMK Nusantara 02 Kesehatan. The observation method is used to see and observe various social phenomena that occur in these phenomena. In this study, the observation method was used to obtain data regarding the planning, implementation, and evaluation of teacher learning in writing procedural texts. The interview method was used to obtain more accurate information or data regarding teacher learning planning in taking the Quziz test regarding procedure text.

Result and Discussion

The results of this study are part of the teaching and learning process of Indonesian class XI at SMK Nusantara 02 Kesehatan with the material of Procedure Text. Learning begins with the teacher providing material about the procedure text via the link /
https://quizizz.com/presentation/61877ce4524d08001d905dd4/edit
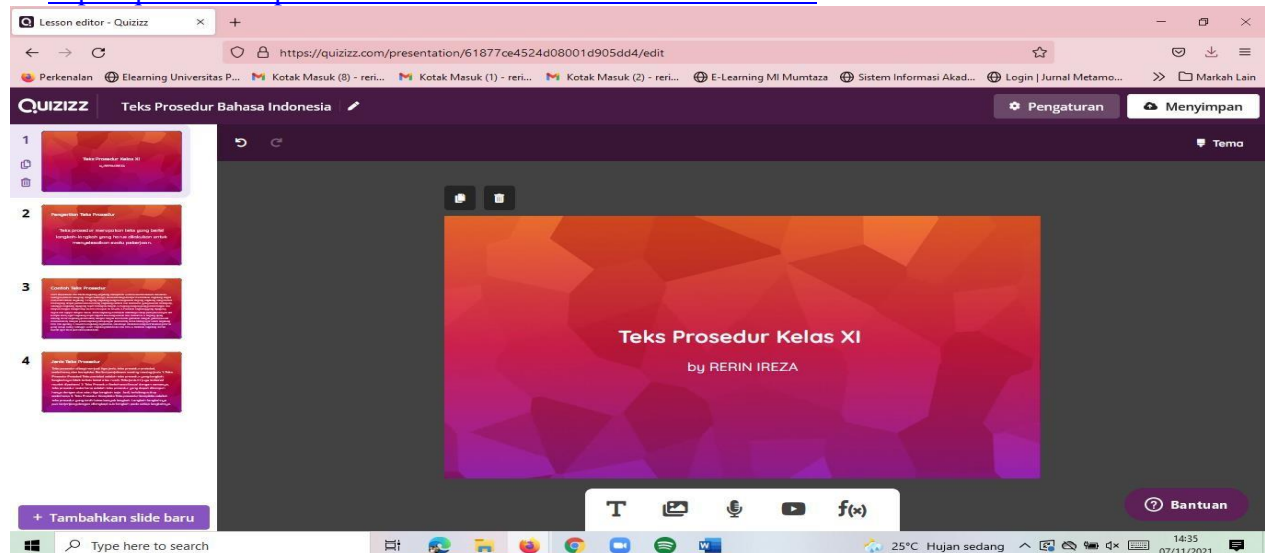
While the test is carried out with a different link, namely the link / https://quizizz.com/admin/quiz/5bda3d9ff7bbc9001a5e2f53 along with the procedure for joining the link, the first is the teacher asks participants to open joinmyquiz.com and enter the code 3399 1222 to perform the command. do quizzes. At the end of the quiz, students can find out the value directly and the ranking obtained from all students who work on the questions. The teacher can find out which students answer correctly or incorrectly and students who get the highest or lowest scores. The data that have been summarized in the learning process with Quizizz are as follows:

a) Ida Lestari correctly explained that she really enjoyed the learning process with Quizizz. Apart from being an educational game, many things are found in this application, one of which is a variety of learning materials for practice questions in general.
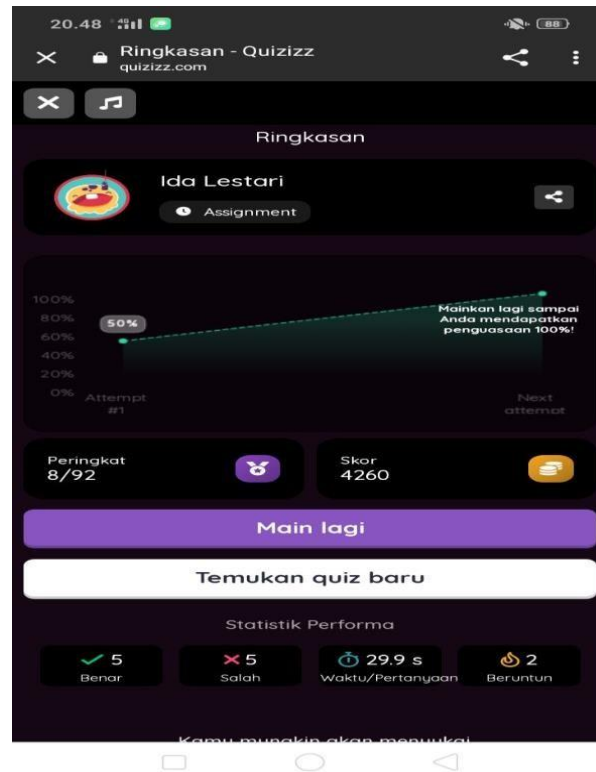
b) Nabilla Bikri correctly describes quizzes that are very interesting in terms of games and practice trials. But unfortunately the problem at that time the signal was a little less friendly so it had to be repeated again to join
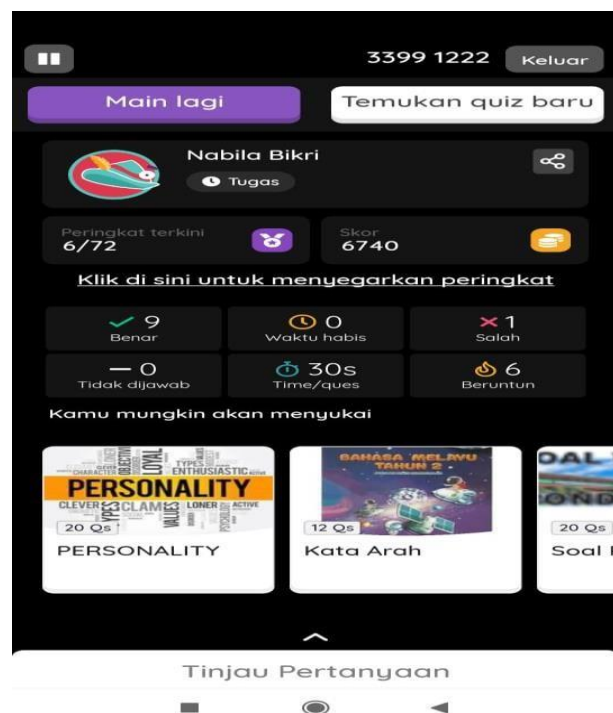
c) Ifa Fisyah correctly said that the speed in working was quite surprising because he did not pay attention so that there was not enough time to complete. But this doesn't make you back down and try again to browse through the app to find out more.

d) Vania correctly 10 is very pleasant. As entertainment in your spare time with interesting features and a variety of practice questions. In addition, you can find other material to read.

e) Nasya Tania correctly just found out about this application for the first time. Follows orders slowly and confusedly. However, the materials and assignments are interrelated and do not make it difficult to determine the answer.


f) Fazha Ariqa is really very happy because she can introduce other relatives about this application. But unfortunately when finished, the quota runs out and can't continue exploring this feature.

g) Yuliyanti correctly 9 games that are quite fun. But unfortunately the time was determined so it had to be in a hurry. I followed this game several times outside of class hours. Curiosity found a lot of material and questions in it.
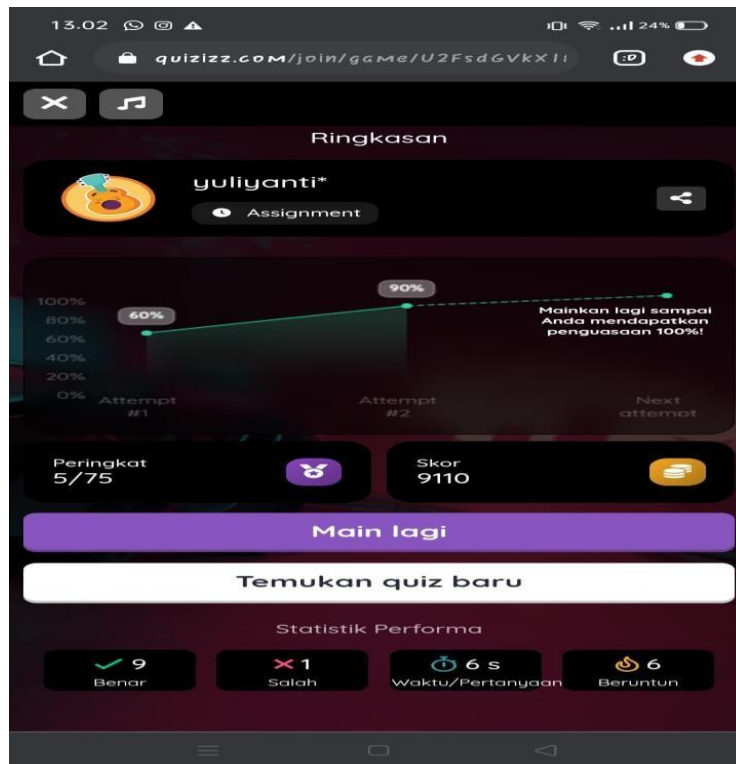

h) Zahwa correctly 6 was quite exciting, but I forgot a little about the material previously given so that the results were not optimal. If it could be repeated, then I would read more carefully and not rush just because I want to know what this app is like.
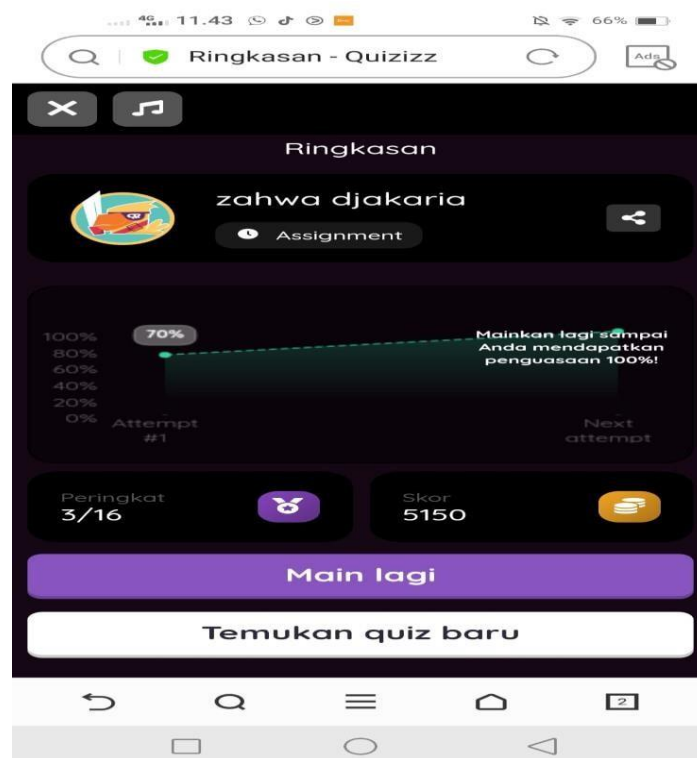
i) Fanny Az Zahra correctly got 7 pretty good results with well-understood material. But unfortunately it was only done 2x so I tried it myself outside of lessons.

j) Yasmin Alifia correctly said she liked the features of this app. The material provided is appropriate and very interesting so you don't get bored in exploring it.
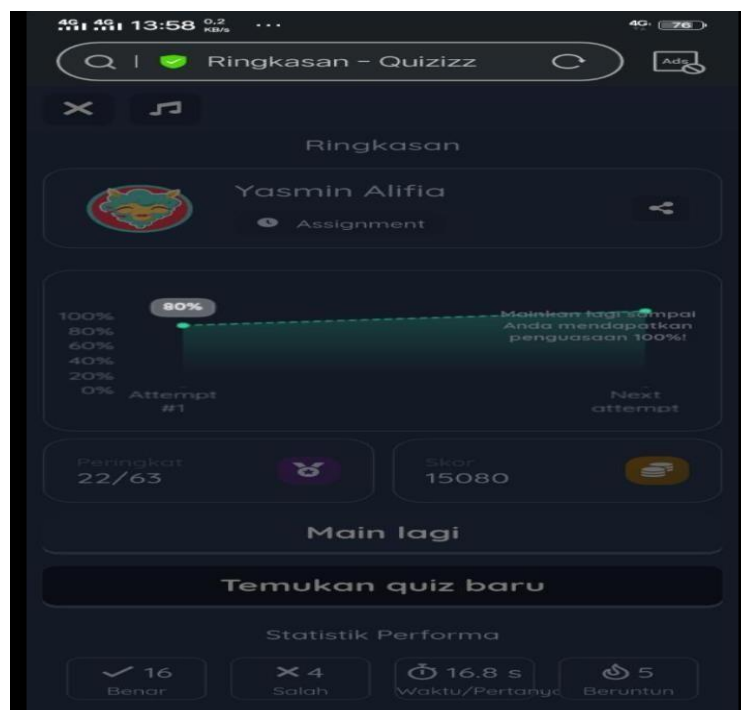
CONCLUSION

This research is part of an active learning process using media. The learning media used is the educational game Quizizz. This game is used to convey the material first, equipped with questions as an evaluation material for Indonesian language learning, especially procedural texts. From the learning process that has been carried out, several conclusions can be drawn from the results achieved in using the Quizizz application as a learning medium, namely: 1. Students are easier to understand the questions that have been provided; 2. Students are able to explain the purpose of each question that has been provided in the application; 3. Students are more thorough and entertained in working because of the new system; 4. Peace of mind in using the Quizizz application due to online learning. 5. The results obtained are higher than the written test. Therefore, it is expected that every teacher always gives color to the current online learning process. This is expected to reduce the level of student boredom so as to obtain better results later.

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