E-LEARNING USING THE TEACHMINT APPLICATION AGAINST STUDENT SCIENCE LEARNING OUTCOMES AT SDIT ADZKIA

Presented at The 5th International Conference on Elementary Education 2022
November, 26th 2022

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Introduction

- The use of digital media by educators is in fact still not optimal
- Educators are not accustomed to using and varying digital media in learning
- Educators in the teaching and learning process are still fixated on conventional books
- Students need a long time to understand science material

- E-Learning allows the learning process to be carried out anywhere and anytime
- E-Learning allows students to repeat learning material when they do not understand the material properly
- E-Learning can be used to support learning outside the classroom

- Teachmint is a portable Learning Management system, very easy to access from any device
- Teachmint is equipped with various features such as holding classes directly, recording, storing material, compiling and sharing learning materials, taking attendance lists to creating and assessing exams
The Aim

to develop e-Learning using the Teachmint application on students' natural science learning outcomes
Method

- This research method is Research and Development (R&D)
- The research was conducted at SDIT 1 Adzkia Padang City.
- The research subjects were students of class V Raudhah 1, totaling 31 people in the Science subject Theme 5 about Ecosystems.
- The research process uses the Plomp development model which consists of 3 stages. First, preliminary research. Second, the development of prototype phase. Third, the assessment phase.
- There are two types of data collected in this study, namely qualitative data (observations and interviews) and quantitative data (questions and test questions).
- Data analysis techniques to see the validity, practicality, and effectiveness of using a Likert scale. Meanwhile, to assess product effectiveness by looking at the differences in pretest and posttest values using the Paired T-Test with SPSS 16.
Result

validity test

- The content validity test was given to 2 validators using a questionnaire consisting of 12 statements. The results of assessing the validity of the material/content with an average of 91%
- Media validity test was given to 2 validators using a questionnaire consisting of 12 statements. Results of media validity assessment with an average of 94%
- The language validity test was given to 1 validator using a questionnaire consisting of 5 statements. The results of the language validity assessment with an average of 88%

practicality test

- The practicality test was obtained from distributing questionnaires filled in by 2 educators of 10 students. The practicality test results for 2 educators obtained 92% results. While the results of the practicality assessment by 10 students obtained 93% results.

effectiveness test

- Based on the results of the normality test it is known that the significance value is 0.690 > 0.05, it can be concluded that the residual values are normally distributed
- Based on the results of the homogeneity test it is known that the significance value is 0.733 > 0.05, it can be concluded that the data is homogeneously distributed
- It is known that the Sig. (2-tailed) of 0.000 < 0.05, it can be concluded that there is a significant difference between science learning outcomes in the Pretest and Posttest data
The selection of e-Learning is very appropriate for students because the location of the research is the Z generation which incidentally likes all types that are simple and online.

Discuss

The success of students in learning science is determined by the independence of learning from each student.

students look enthusiastic because they can learn through their respective devices such as computers, laptops or smartphones.
From the results of the development and discussion in this study, e-Learning using the Teachmint application resulted in science learning outcomes that were valid, practical, and effective.

The validity of e-Learning using the Teachmint application in terms of material/content, media and language is categorized as very valid with an average score of 91%.

The practicality of time efficiency, ease of use and benefits for educators and students is categorized as very practical with an average score of 92.5%.

The effectiveness of students' science learning outcomes is categorized as very effective with an average score of 92.1%.