

Interesting Learning Medias Make the Students Intrigue

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Abstract

Learning Media is a main key for making the class's interesting and avoid from boring. The way of teacher for wrapping the teaching and learning process at the classroom is really important that has to be done because the amusing class situation can become attractiveness and give motivation to the students for studying. In this research, the writer uses online learning medias at the class, for example, Pixton, jamboard, Quizizz, Worldwall, Educandy, Proprofs, Wizer.me, Ed Puzzle, Wheelofnames, and Zoho. Based on the reflection that has been done by him shows that the using of learning's medias can increase and motivate them to study English. They consider that giving the various kinds of medias push them to be enthusiastic students. This research is very important for the teacher that can use the online medias for supporting them in the class.

Keywords: *Learning media, Interesting, Intrigue*

Introduction

In Pandemic Era, the learning in the classroom has changed a lot. It has happened for one a half year. We feel that there is a transformation of learning from offline to online. Online learning meeting has been done to fulfill the learning need in the online class. There are various kinds of way that are given by teachers in wrapping online learning. They try hard to make it so interesting and avoid from boring as long as learning process is started. Some learning platform for online learning has been given for them, for example, Google meet, Office 365 and Zoom. They are used as completing their learning. This unusual learning has changed the paradigm at the class. The students start studying how to use those learning medias. In this case, the teacher should know very well about the learning medias that can be inserted in Google meet, office 365 or Zoom. The aim of this is to make the class interesting. As a teacher, we usually use power point for our teaching and learning process that can be shared in three applications above but we are still lack of medias to insert there. Therefore, the teacher should be creative in wrapping the learning so it can create a perfect one. We should study some medias as supporting the online meeting so it can motivate the students to study very well. There are ten applications that are used in online one such as, Pixton, Jamboard, Educandy, Quizizz, Proprofs, E.D Puzzle, Zoho, Wheelofnames, Wordwall and Wizer.me. Those medias are very optimal to make the life class. The class will be so interesting and motivate them to study. It can also support them for participating actively. Can you imagine if the learning without medias? The students may become lazy and they don't have enthusiasm for studying. So, the teacher should be active and innovative to create the online learning

Methodology

The research method that is used by the writer is qualitative. Why does he choose qualitative method for the research? He wants to observe about the process of using the learning media for the students. He also wants to make sure the influence of learning medias for the students. The

subject of research is the students grade of tenth, eleventh and twelfth in state senior high school 4 Malang.

Results and Discussions

The strategic that is used by the researcher in solving the problem especially English learning is How to wrap and make English lesson interesting. Some online platforms that are used by the researcher can intrigue them to be more active and interactive in studying. They don't only understand the materials from power point and learning video but also, they can learn English fun by using the applications that are inserted in Google, zoom and office 365 meeting. Actually, the teacher only creates them according to the application but it needs hard working to do in preparing the lesson. The variation of learning medias can upgrade the enthusiasm for studying English. The applications that are used by the researcher is

Pixton

Pixton is comic strip online that we can create free by determining the characters. We can insert the dialogue happening in our materials. The result of Pixton is very interesting. The students can analyze the dialogue very well. The material that is made by the researcher is direct and direct for twelfth grade. Here is the picture of Pixton

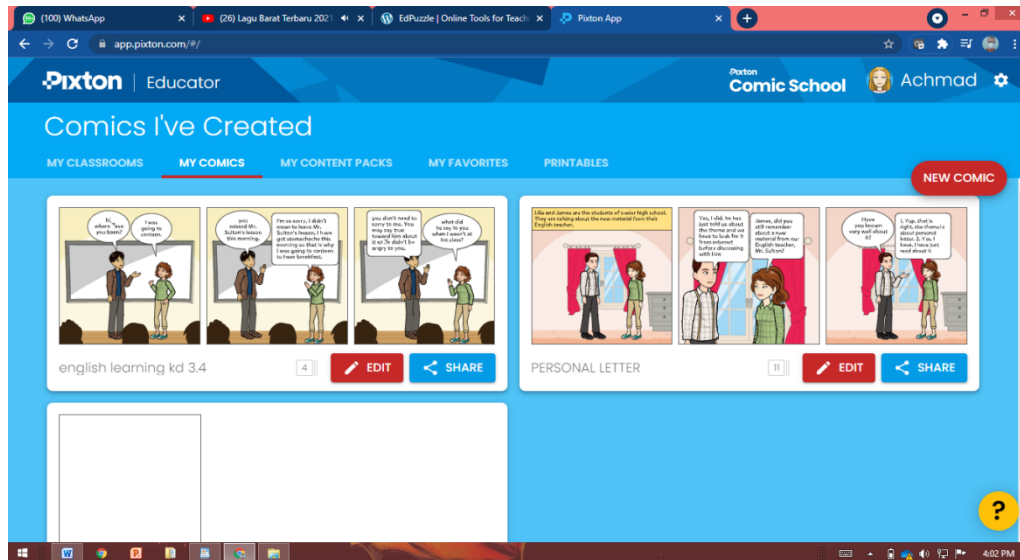


Figure 1. Pixton main view

E.D Puzzle

This application has been made by the researcher for making clearly materials. E.D Puzzle is a video online. It makes the learning so challenging. Why? Because the researcher can create the materials and assessment free. We can insert some questions there, so the students can answer based on the video turned on. He makes E.D Puzzle for teaching caption in grade of twelfth

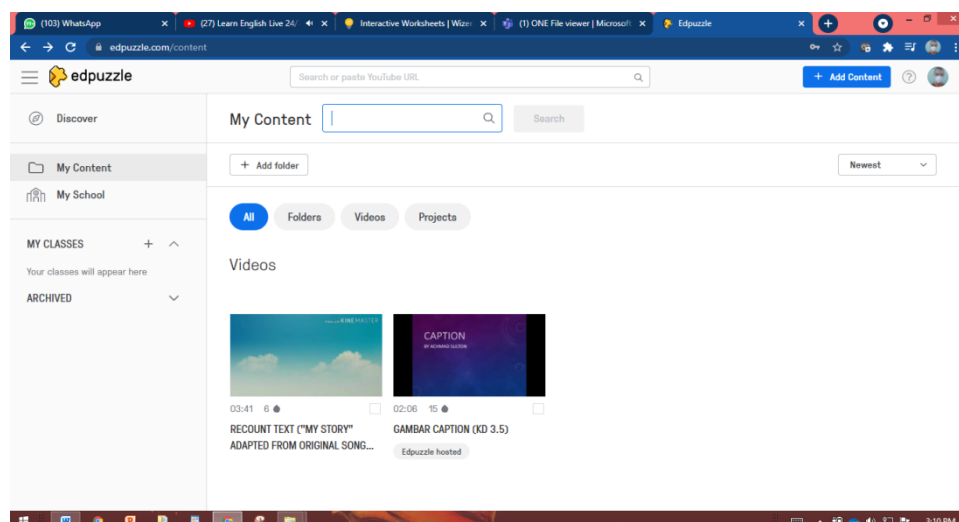


Figure 2. E.D Puzzle is a video online

Wizer.me

According to Luke Edwards, August 6 2021 Wizer is a worksheet-based digital tool that's designed to make the life of teachers easier. it works both in the classroom and as a useful way to teach remotely. More specifically, Wizer is a digital worksheet-building tool that can be used both by teachers and by students. It allows for the inclusion of questions, images, videos, and recording directions, and teachers can set specific tasks, such as getting students to label images or answer multiple choice questions. let's you create a new worksheet from scratch with a selection a pre-made examples from the community, which openly shares. You can edit one to make it suit your task perfectly, or perhaps use one as is to save time. The platform integrates with Google Classroom for easy sharing of worksheets with students, and also can be accessed across devices via a browser window or in the app on smartphones and tablets. From the explanation above, it is clearly written that Wizer.me is one interesting application that can be used at the class. We can insert the video, materials and also assessment there. It is easy and simple. We called it LKPD online or students' worksheets. The researcher makes it for teaching in KBC class about Expression of asking and giving a help.

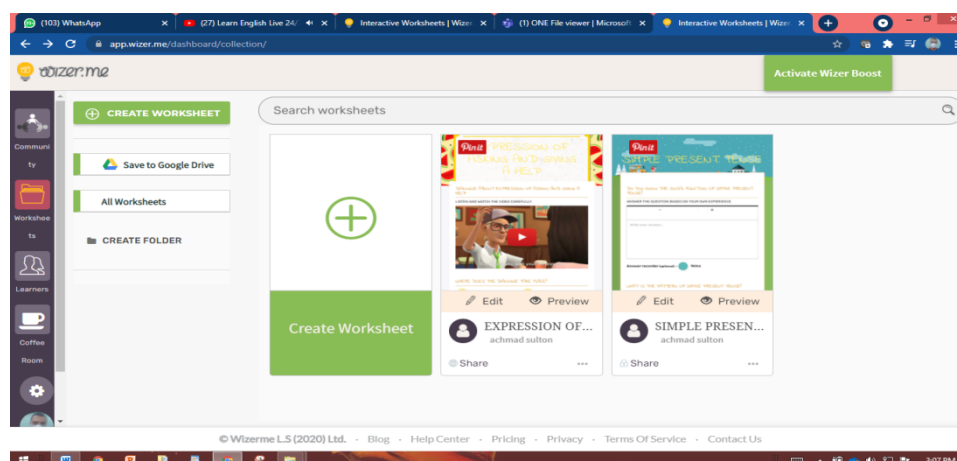


Figure 3. Wizer is a digital worksheet-building tool

Jamboard

Jamboard is one of application derived from Google. We can call it online board. We can insert the materials or questions. The students can give their ideas or answer the questions by giving colorful sticky note. It can increase the students' attention about the lesson. The researcher gives it in grade of twelfth, eleventh and tenth.

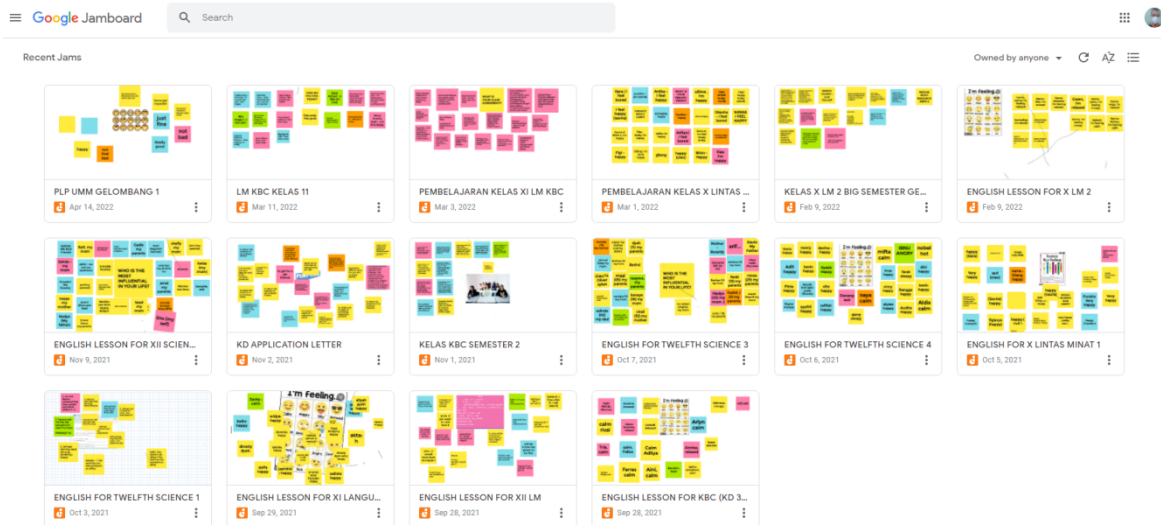


Figure 4. Jamboard is one of application derived from Google

Zoho

According to Wikipedia, Zoho office suite is an Indian web based online office suite containing word processing, spread sheets, presentations, databases, note taking, wikis, web conferencing, customer relationship management, project management invoicing and other application. It is developed by Zoho corporation. It is clearly stated that Zoho is usually used in online office. We can use it for online attendance. It is so interesting. The students don't only insert the name and the class but also, they can draw their signature. We can observe the students that come in our lesson. It is the Zoho application that the researcher has made.

Figure 5. Zoho app registration

Wheel of names

According to <https://www.thetechieteacher.net/> Wheel of Names: This site provides a wheel that can be uploaded with activities and used to have the students 'spin the wheel'. Wheel of Names is a random selector tool that was designed for choosing winners/names. However, educators could use this for so much more! I was looking for a digital spinner to add different writing prompts to go along with the book, Troll Stinks (affiliate link). It is an interesting application that can challenge the students to do the activities in the class. The researcher makes it for eleventh grade of language program.

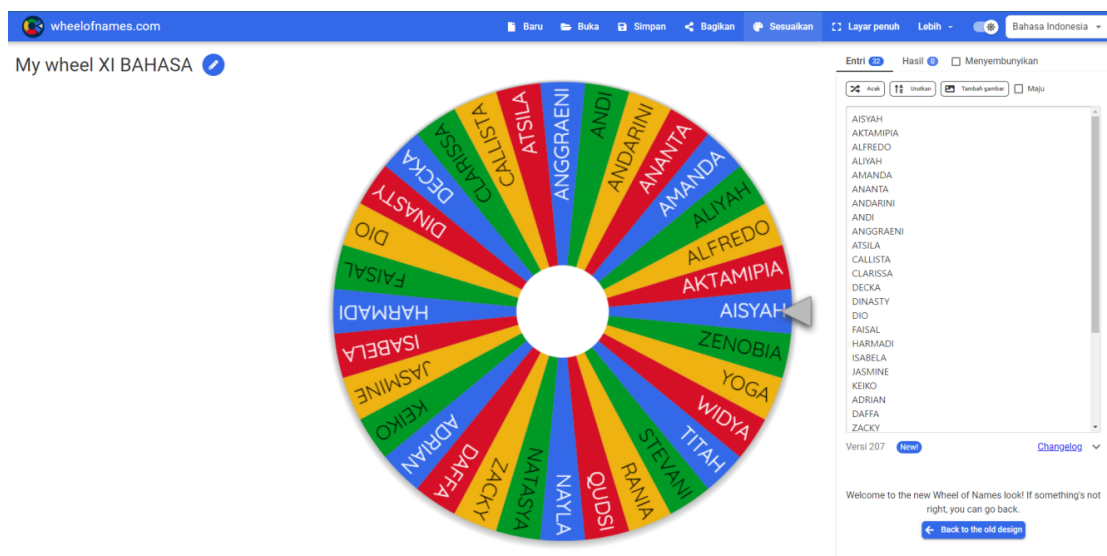


Figure 6. Wheel name: used to make students 'spin the wheel' containing activities

Quizizz, Educandy, Proprofs and Wordwall

Quizizz, Educandy, Proprofs and Wordwall are the game application. We can make it interestingly. We can use it for making assessment to our students. It can be as pretest, posttest or exam. They are so impressive because they make the class active. We know that today, the students can't release from their mobile. Especially, teenage likes playing game at home or the class. They have various kinds of game either online or offline one. Therefore, the researcher tries to look for the way to make the students not boring to the lesson. They can still play the game but it relates with the lesson. Here is the game that has been made by the researcher

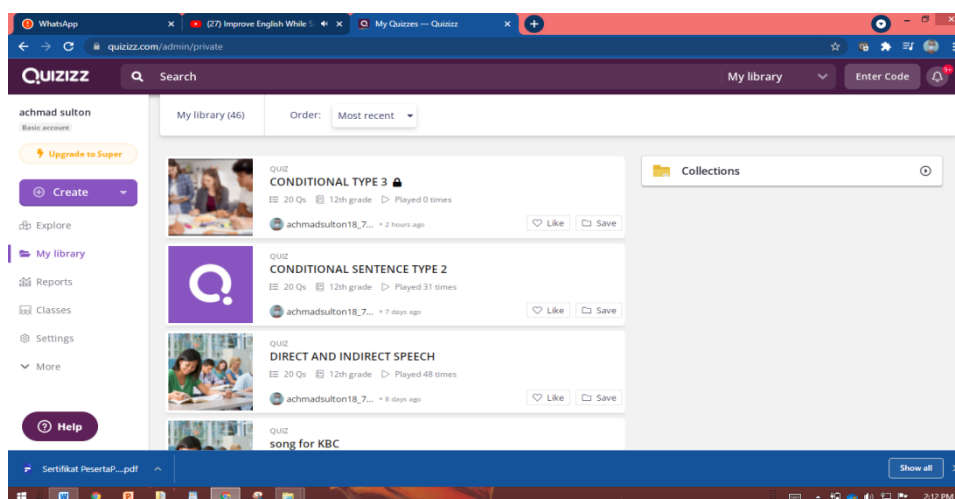


Figure 7. The Quiziz app

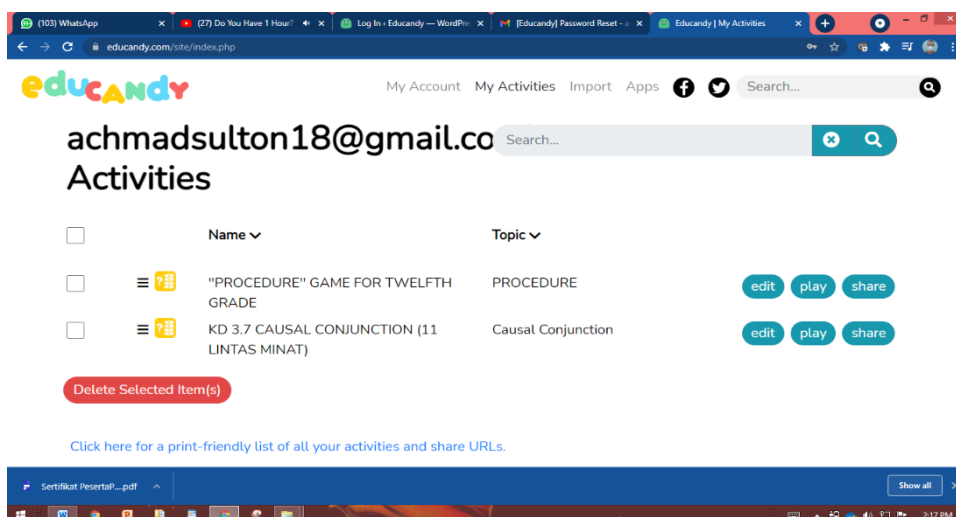


Figure 8. Educandy app

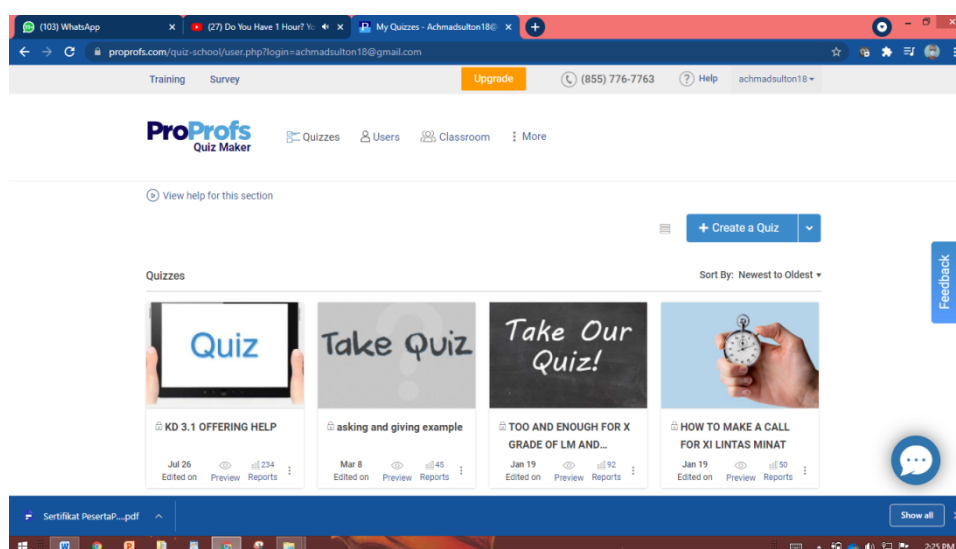


Figure 9. Proprofs app

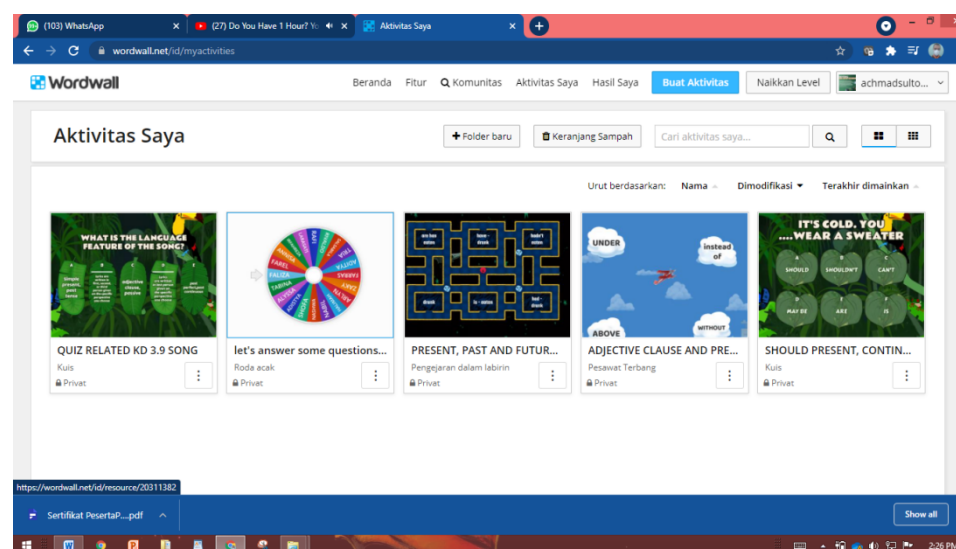


Figure 10. Wordwall app

from ten medias that are used by researcher in teaching and learning process at the class has brought positive impact toward the students. They become enthusiasm for studying, more active and interactive at the class and they have been fun in English and not boring anymore in the English lesson. It can be proved for their scores that increase week by week. Besides the score, the researcher gives the reflection toward the students. He wants to know about how comfortable and happy they are in learning English. Here is the example of reflection that has been done by the researcher for the students of twelfth Science 2

The screenshot shows a Microsoft Excel spreadsheet titled "REFLEKSI PEMBELAJARAN BAHASA INGGRIS KD 3.1 DAN 3.2 (BIG.XII MIPA 2_GASAL_2021-2022)(1-30)". The spreadsheet contains student reflections on their English learning experience. The columns are labeled V, W, X, Y, Z, AA, AB, AC, AD, AE, AF, AG, AH, AI, AJ, AK, AL, AM, AN, AO, AP, AQ, AR, AS, AT, AU, AV, AW, AX, AY, AZ, BA, BB, BC, BD, BE, BF, BG, BH, BI, BJ, BK, BL, BM, BN, BO, BP, BQ, BR, BS, BT, BU, BV, BW, BX, BY, BZ, CA, CB, CC, CD, CE, CF, CG, CH, CI, CJ, CK, CL, CM, CN, CO, CP, CQ, CR, CS, CT, CU, CV, CW, CX, CY, CZ, DA, DB, DC, DD, DE, DF, DG, DH, DI, DJ, DK, DL, DM, DN, DO, DP, DQ, DR, DS, DT, DU, DV, DW, DX, DY, DZ, EA, EB, EC, ED, EE, EF, EG, EH, EI, EJ, EK, EL, EM, EN, EO, EP, EQ, ER, ES, ET, EU, EV, EW, EX, EY, EZ, FA, FB, FC, FD, FE, FF, FG, FH, FI, FJ, FK, FL, FM, FN, FO, FP, FQ, FR, FS, FT, FU, FV, FW, FX, FY, FZ, GA, GB, GC, GD, GE, GF, GG, GH, GI, GJ, GK, GL, GM, GN, GO, GP, GQ, GR, GS, GT, GU, GV, GW, GX, GY, GZ, HA, HB, HC, HD, HE, HF, HG, HH, HI, HJ, HK, HL, HM, HN, HO, HP, HQ, HR, HS, HT, HU, HV, HW, HX, HY, HZ, IA, IB, IC, ID, IE, IF, IG, IH, II, IJ, IK, IL, IM, IN, IO, IP, IQ, IR, IS, IT, IU, IV, IW, IX, IY, IZ, JA, JB, JC, JD, JE, JF, JG, JH, JI, JJ, JK, JL, JM, JN, JO, JP, JQ, JR, JS, JT, JU, JV, JW, JX, JY, JZ, KA, KB, KC, KD, KE, KF, KG, KH, KI, KJ, KK, KL, KM, KN, KO, KP, KQ, KR, KS, KT, KU, KV, KW, KX, KY, KZ, LA, LB, LC, LD, LE, LF, LG, LH, LI, LJ, LK, LL, LM, LN, LO, LP, LQ, LR, LS, LT, LU, LV, LW, LX, LY, LZ, MA, MB, MC, MD, ME, MF, MG, MH, MI, MJ, MK, ML, MM, MN, MO, MP, MQ, MR, MS, MT, MU, MV, MW, MX, MY, MZ, NA, NB, NC, ND, NE, NF, NG, NH, NI, NJ, NK, NL, NM, NO, NP, NQ, NR, NS, NT, NU, NV, NW, NX, NY, NZ, OA, OB, OC, OD, OE, OF, OG, OH, OI, OJ, OK, OL, OM, ON, OO, OP, OQ, OR, OS, OT, OU, OV, OW, OX, OY, OZ, PA, PB, PC, PD, PE, PF, PG, PH, PI, PJ, PK, PL, PM, PN, PO, PP, PQ, PR, PS, PT, PU, PV, PW, PX, PY, PZ, QA, QB, QC, QD, QE, QF, QG, QH, QI, QJ, QK, QL, QM, QN, QO, QP, QQ, QR, QS, QT, QU, QV, QW, QX, QY, QZ, RA, RB, RC, RD, RE, RF, RG, RH, RI, RJ, RK, RL, RM, RN, RO, RP, RQ, RR, RS, RT, RU, RV, RW, RX, RY, RZ, SA, SB, SC, SD, SE, SF, SG, SH, SI, SJ, SK, SL, SM, SN, SO, SP, SQ, SR, SS, ST, SU, SV, SW, SX, SY, SZ, TA, TB, TC, TD, TE, TF, TG, TH, TI, TJ, TK, TL, TM, TN, TO, TP, TQ, TR, TS, TT, TU, TV, TW, TX, TY, TZ, UA, UB, UC, UD, UE, UF, UG, UH, UI, UJ, UK, UL, UM, UN, UO, UP, UQ, UR, US, UT, UU, UV, UW, UX, UY, UZ, VA, VB, VC, VD, VE, VF, VG, VH, VI, VJ, VK, VL, VM, VN, VO, VP, VQ, VR, VS, VT, VU, VW, VX, VY, VZ, WA, WB, WC, WD, WE, WF, WG, WH, WI, WJ, WK, WL, WM, WN, WO, WP, WQ, WR, WS, WT, WU, WV, WW, WX, WY, WZ, XA, XB, XC, XD, XE, XF, XG, XH, XI, XJ, XK, XL, XM, XN, XO, XP, XQ, XR, XS, XT, XU, XV, XW, XX, XY, XZ, YA, YB, YC, YD, YE, YF, YG, YH, YI, YJ, YK, YL, YM, YN, YO, YP, YQ, YR, YS, YT, YU, YV, YW, YX, YY, YZ, ZA, ZB, ZC, ZD, ZE, ZF, ZG, ZH, ZI, ZJ, ZK, ZL, ZM, ZN, ZO, ZP, ZQ, ZR, ZS, ZT, ZU, ZV, ZW, ZX, ZY, ZZ.

Figure 10. Student scores improved after using ten English Learning media

There are thirty students of twelfth Science 5, twelfth science 2, 3 and eleventh language program are thirty-two students, thirty-six students are for twelfth language program, 35 students are for twelfth cross interest program, 30 students are for tenth cross interest program. They consider that the interesting medias that have been given by the teacher in the class can increase the enthusiasm for study so it can upgrade their score. There are 200 students that consider the using of learning medias can intrigue their activeness and learning in the class. It means that there is 88%. While the students that think the using of medias don't bring effect in their activeness and study are 11,89%

Conclusion

Interesting learning will make the students enthusiastic and it can intrigue the students to study. There are some medias that are used by the researcher in teaching English. He applies ten applications such as, Pixton, Jamboard, Educandy, Quizizz, Propoofs, E.D. puzzle, Zoho, Weheelofnames, Wordwall and Wizer. Those applications have been designed by him to make the class amusing. So, the students will be so active and they will get the best result in studying English. The learning reflection shows that they feel happy and not boring when the teacher design ten application as learning supporting medias. there are 227 students that have been done reflection toward the using of online learning medias and the result is there are 200 students or 88% feeling comfortable and can study very well by using them and there are 27 students or 11.89% considering don't bring the impact of using the leaning medias or not. There are many online learning medias that we can design to make learning very interesting. Therefore, the researcher gives advice to teachers for designing online learning medias so that students will feel happy in our learning and the classroom atmosphere will be very interesting. Teachers should provide varied learning with different learning media so that students will feel challenged and intrigued to do new things, which they have not gotten before.

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