

The Effect of Quartet Cards Media to Social Science Learning Outcomes On Kingdom Material for Fifth-Grade Students

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Abstract: This study aims to determine how significant the influence of quartet cards media learning media on learning outcomes of fifth-grade students of elementary school. This study is a *quasi-experimental* study (*quasy experiment*) with the research design used is none equivalent control group design. The experimental class uses quartet cards learning media, while the control class uses conventional learning media. The research data was obtained through pretest and posttest in the experimental class and the control class. The results showed that the average value of the experimental class was 77.17% and the control class value was 43.45%. So, the difference between the experimental class and the control class is 32.75%. And also the results of the t-test which shows that t_{count} is 9.2 > from t table 2.030. So it was concluded that the quartet cards media on kingdom material gave significant results to the learning outcomes of fifth-grade elementary school students.

Keywords: learning outcomes, social science, quartet cards learning media.

INTRODUCTION

Elementary school education is an effort to educate and print the life of a nation that is devoted, love and proud of the nation and state, skilled, creative, polite and capable of solving problems in their environment. In (law no. 20 of 2003 concerning the national education system) the definition of education is a conscious and planned effort that is contained in national education goals and to create a learning atmosphere and process of religious learning, self-control, personality, intelligence, noble character, as well as the skills that are needed by him and the community.

In its implementation, primary school education is given to students with a number of material or meta lessons that must be mastered. These subjects include religious education, citizenship education, Indonesian language, natural sciences, social sciences, mathematics, physical education and sports, cultural arts and crafts, and added subjects that are local content. The provision of material that is local in nature is intended so that cultures and traditions in their area are not eroded by the development of foreign cultures or new cultures that are present in the student environment. So that, the cultivation of local culture in every region throughout Indonesia remains sustainable and its authenticity is maintained as a nation's asset that is rich in cultural diversity. With the diversity of cultures owned by the Indonesian nation, the background of education refers to the roots of national culture, where it can be confirmed based on Law No. 20 of 2003 article 31 which will be explained by the author in the next section.

Quartets is a commercial card game. The game was invented in the Netherlands where it is known as *kwartet*. The game was originally created by Austrian card game company Piatnik during the 1960s, but later began being released by Dubreq, Ace, Waddingtons and other companies. Quartets, like Ace Trumps, were usually non-licensed. Each pack originally contained 32 cards, divided into 8 groups of 4 cards, unlike a normal 52 pack of playing cards, but the number of groups changed from company to company. The game went on to inspire Top Trumps. In The Netherlands the game is now frequently used as an educational tool. Quartets is played with three or more players, with the aim to win all the quartets (sets of four). Each card usually has a number and letter (1A, 1B, 1C, 1D, 2A, 2B etc.) in the top right or left corner of the card. The cards are shuffled and dealt evenly between all the players and the cards get held face up in a players hand. The player to the dealer's left starts by asking another player if they had a certain card (example, card 4C) which would help the player create a quartet. If the player does have the card, then they hand it over. If the player doesn't, then it becomes her or his turn to ask. When a quartet is created, or a

complete quartet was dealt, then the cards creating the quartet are placed in front of the player. The game ends when all the quartets have been created. The winner is the person with the most quartets.

The material of the kingdom is the material that learns the island of nusantara that has a lot of kingdoms. Various kinds of cultural patterns colored these kingdoms. Some are hindu, buddhist or islamic. These kingdoms have their own historical heritage.

According to Abdurrahman (2009), learning outcomes are abilities acquired by children after going through learning activities. Learning itself is a process of someone trying to obtain a form of behavior change that is rationally settled. In programmed and controlled learning activities called learning activities or instructional activities, the learning objectives are predetermined by the teacher.

Researchers conduct observations and interviews to find out and explore information about learning Social science at SDN Demangan 1 Bangkalan. And the results of the observation indicate that in the Social Sciences learning well but it looks less interactive in learning. Students tend to only listen to the teacher calmly but there is no participation of students in the learning. The progress that took place was fully carried out by the teacher who only used the lecture method without and package books as questions and answers with students. With conventional methods like that of course, students will only be learning outcomes that are not significant and of course students will be bored in learning when not accompanied by innovative learning.

By using innovative media 'quartet cards learning media', it is expected that there will be significant results on the learning outcomes of social science in elementary schools. Based on this background, the formulation of the research problems is as follows (1) quartet cards on kingdom material on the learning outcomes of Class V Social Sciences in elementary school? (2) What is the process of using quartet cards on kingdom material learning media on grade V social science lessons in elementary school ?. While the purpose of this research is to (1) find out how much the application of quartet cards on kingdom material learning media to the learning outcomes of fifth-grade elementary school social science learning. (2) Knowing the process of using quartet cards on kingdom material learning media on the fifth-grade social science of elementary school.

RESEARCH METHOD

This study merged into experimental research. Experimental research was conducted to examine whether there is a causal relationship between variables (between quartet cards on kingdom material learning media and learning outcomes of elementary school students). This study uses none equivalent control group design. Sugiono (2008) suggested that this design was not different from the pretest-posttest group design, there was only this design the experimental group and the group were not randomly selected. This research was conducted in three stages, namely the preparation, implementation, and completion stages.

O1	X	O2
O1		O2

The location taken in the study was SDN Demangan 1Bangkalan, the respondents of this study involved V-A class SDN Demangan 1Bangkalan which amounted to 17 students and Class V-B which amounted to 19 Students, Where class V- as the experimental group and V-B class as the control group. The research period is conducted from November to December 2018 in the odd semester of the school year 2018-2019.

The technique used to collect data in this study is (1) Test. Tests include giving written questions in the form of descriptions to students in accordance with the indicators of learning outcomes in social science, the questions given to respondents are multiple-choice questions. The test questions for the pretest consisted of 15 items and the posttest questions which amounted to 15 items. This test was conducted to determine the effect of giving quartet cards on kingdom material media to the results of learning social science. (2) observation. Observations were made to collect data on the process of using media quartet cards in the experimental class. Observations were carried out with the help of class teachers as observers who had received an explanation related to the observation activities during the study. The class teacher as an observer will help observe the research activities totaling two people, namely the V-A class teacher and the V-B teacher and the two observers will get the same observation sheet.

The instruments developed in this study are evaluation sheets. Evaluation sheet is given twice namely before being given treatment (pretest) and after being given treatment (posttest). Evaluation sheets are given to students to find out the contribution

of learning media to quartet cards media on the results of learning social science. The evaluation sheet developed in the form of multiple-choice questions with material on cultural diversity in Indonesia in the question each student will get the same problem but the number of each student is different from one another. This is done in order to get maximum results in taking data from students.

Before analyzing the data relating to the results of the study, it must first be conducted a feasibility trial of the research instrument consisting of validity and reliability testing.

The data analysis technique used in this study is descriptive and inferential analysis techniques. Descriptive data analysis aims to assess the extent to which the variables studied are in accordance with predetermined benchmarks. While inferential data analysis is used to test the hypothesis that has been proposed (Arikunto, 2010)

Data from observations related to student learning motivation were analyzed using the following formula

$$: P = \frac{f}{N} \times 100\%$$

While data on student learning outcomes in learning social science are analyzed by the following formula:

$$Average = \frac{\text{the total value obtained by students}}{\text{the number of students}}$$

Inferential analysis begins with a normality test and homogeneity test as a prerequisite for the t test to test the hypothesis proposed by the researcher. The hypotheses put forward in this study are: 1) There is an influence of the use of quartet cards on kingdom material learning media on the results of V class social science learning in elementary schools.

RESULTS AND DISCUSSION

The results of the research on expert validation, the results of research in the field and the results of the inferential analysis. The following are presented in the results of the validation of learning tools and research instruments used in this study, which have been validated by two competent experts in the field of social sciences and learning media.

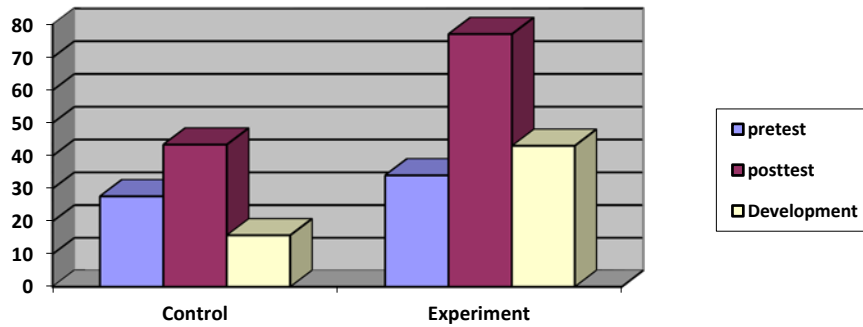
Table 1. Results of Validation of Learning Devices and Research Instruments.

Validation	Category	Description
Silabus	B+ / Valid	Valid Syllabus Can be used with a slight revision
RPP	B +/- Valid	Valid Can be used with a little revision
Media Pembelajaran	B +/- Valid	Valid Learning Media Can be used with a little revision
Instrumen penelitian	B +/- Valid	Valid research instrument can be used with a slight revision

The results of the validation of the syllabus, RPP, Observation Sheet, and learning media in the tael indicated the average validity of the four learning devices and the learning media from the validator to get a good category. So it can be concluded that learning devices and learning media are feasible to use with little revision.

In addition to the results of the validation of learning devices and learning media from experts, the results of research in the field will also be presented relating to the influence of quartet cards on kingdom material on the learning outcomes of fifth-grade elementary school. The following is a graph that illustrates the comparison of the results of the analysis of student learning outcomes in the experimental group and the control group.

Table 2. Posttest Pretest Results and Comparison.



Based on the graph shows the results of learning social science when students have not been given treatment (pretest) in the experimental class that is equal to 34.08%. While at the time after being treated (posttest) that is equal to 77.17%. So that the average difference obtained is 43.09%. There was a significant increase that occurred in the experimental class. Whereas in the control class there was no significant increase, ie when the control class pretested the scores obtained were (27.69%) and the scores obtained at the posttest were 43.46%. So that the average obtained is 15.77%.

Furthermore, the results of inferential data analysis will be presented relating to the testing of hypotheses from the researcher. The following is the result of inferential data analysis to test the hypothesis proposed by the researcher. Because the required data is available, the t-test can be done. The following data are processed in the t-test;

- 1) The average control class difference is 15.77%
- 2) Average Differences in Experimental class of 43.09%
- 3) Variant of the control class which is equal to 1437.63
- 4) Experimental class variants which are equal to 1252.69

After entering into the following formula:

$$t = \frac{Mx - My}{\sqrt{\left(\frac{\sum x^2 + \sum y^2}{Nx + Ny - 2}\right) \left(\frac{1}{Nx} + \frac{1}{Ny}\right)}}$$

Then the results of t arithmetic will be 9.2 with a t table of 2.030,

so t-count > t-table

means that the results of the t-test show significant results in the learning outcomes of students who have been given treatment. Students who use quartet cards learning media get better results when compared to students who are not given treatment.

So that it can be concluded that the use of quartet cards on kingdom material learning media can improve the results of learning social science in the fifth grade of public elementary school 1 with the condition of the city.

CONCLUSIONS AND SUGGESTIONS

Based on the discussion of the results of the research presented, it can be concluded that there is a positive and significant influence between the quartet cards on kingdom material media on the results of learning social science. The results showed that groups of students using quartet cards on kingdom material learning media (experimental group) got better scores than using conventional learning media (control group). As well as a positive influence in the use of learning media, students are more enthusiastic in participating in learning because the quartet cards learning media is a medium that according to students is

classified as new. So that it provides significant data that the quartet cards learning media can improve the results of learning social science.

Based on these conclusions, the researcher can provide the following suggestions. Based on the results of observations conducted by the observer when using quartet cards learning media, digital quartet cards on kingdom material learning media can be used as an alternative for teachers because this media follows technological developments and is relatively new among students. Which makes students become more enthusiastic in participating in learning. In use, it can be concluded that learning media that use game technique makes students more interested. And teachers should be able to use the latest technological techniques to be used as an innovative media so that students do not feel bored in following the learning presented.

Which can include computers, smartphones, or LCD's. The development of the era is so fast, it is expected that teachers also have to keep up with the times when teachers are less skilled in following the development of this modern era, not only teachers will be left behind but also students will also be left behind. Both in terms of learning and in terms of technological development.

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