



LEARNING METHODS TO BOOST THE MOTIVATION OF ELEMENTARY SCHOOL STUDENTS IN BELITUNG

**Siti Nur Azizah^{1*}, Jelita Nurindria Pramana², Meita Putri Parasti³, Ryandra Sakhaputri
Aryanti⁴, Putri Rizkiani Rustandi⁵, Nujum Masrifatul⁶, Zuhra Azkiana⁷, Nurlia
Marwaty Hasan⁸, Husna Annisa Rahman⁹**

¹ Universitas Muhamamadiyah Purwokerto

² Institut Agama Islam Negeri Kediri

³ Sekolah Tinggi Keguruan Ilmu Pendidikan Islam Tunas Bangsa

⁴ Universitas Gunadharma

⁵ Universitas Widya Dharma

⁶ Universitas Teknologi Yogyakarta

⁷ Universitas Pendidikan Indonesia

⁸⁻⁹ Semangat Muda Indonesia Foundation

*Correspondence: sitinurazizah@ump.ac.id

ABSTRACT

Compulsory education is a government program that the government is intensively promoting. This program requires every citizen to study for twelve years. However, not all children have the motivation to learn, especially minority children. Due to the various limitations and demands, they make a living by helping their parents and providing for themselves. Thus, for some minority children making a living is more important than studying, so even though there are free schools, these minority children are more concerned with making a living than studying at these schools. Based on this reason, this community service activity aims to provide learning motivation and direct minority children at the elementary school level through the introduction of their potential. This activity is carried out through presentations on professional introduction, making dream trees, and educational games interspersed with reciprocal interactions between students and resource persons. The result of this community service activity is the growth of interest in learning based on recognizing the self-potential possessed by these minority students. The conclusion of this community service activity is the increasing awareness of students about the importance of studying at school because, in that school, their potential can be developed and directed.

Keywords: *Occupation Introduction, Education Games, Dream Tree, Motivation, Elementary School*

INTRODUCTION

Education has a crucial role in human life because it can affect the development of all aspects of their personality and life. The Law of the Republic of Indonesia concerning the National Education System Number 20 of 2003 article 3 states that: National education

functions to develop capabilities and form noble national character and civilization in the framework of educating the nation's life (Pristiwanti, Badariah, Hidayat, & Dewi, 2022). Education aims to develop the potential of students to become human beings who believe and fear God Almighty, have a noble character, are healthy, knowledgeable, capable, creative, and become democratic and responsible citizens (Siddik, 2022).

Education functions to develop all the potential that exists in each individual. This potential needs to be developed for a better chance to become capable and creative (Ansori, 2020). Education is essential because humans can acquire knowledge and skills and develop abilities, attitudes, and behavior (Inkiriwang, 2020). As already regulated in Law no. 20 of 2003 concerning the National Education System states: Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious, spiritual strength, self-control, personality, intelligence, noble character, and good skills which is beneficial for himself, society, nation, and state (Putri, Metiadini, Rahmat, & Ukhsan, 2020).

Every individual has the desire to change himself for the better. These changes can be achieved by learning (Lickona, 2022). Likewise, students at school desire to change, know many things, and want to increase their creativity and intellect (Harahap, 2021). Several learning objectives include:

1. Knowing a skill, skill, or concept that was never known before;
2. Can do something that previously could not do, both behavior and skills;
3. Able to combine two pieces of knowledge (or more) into a new understanding, both skills, knowledge, concepts, and attitudes/behaviors; and
4. Be able to understand and apply the knowledge that has been obtained.

However, during the learning process, students experience various psychological conditions, including the ups and downs of the urge to learn or motivation to learn (Rafika & Gz, 2019). *Motivation* is a psychological condition that encourages someone to do something. In the field of motivational education, of course, it is oriented towards achieving psychological conditions that encourage a person to be passionate about learning (Rustham, 2019).

Nowadays, many students need more motivation to learn. Physically they are present in the classroom only to carry out the study routine according to the lesson schedule that the school

has prepared (Harmoko & Nasution, 2020). Students are only objects and only accommodate what the teacher conveys, so they lose the purpose of what they study for, and learning at school is only a formality. Learning activities become passive and boring. The rigid interaction between teacher and students causes students not to be motivated to learn (Imron & Fajriyah, 2021).

Teachers must understand their students' situation; the teacher's professionalism is proven by how the teacher interacts with students (Ratnawati & Asniawati, 2020). Teachers must understand how to rebuild motivation and maintain and increase the learning motivation of their students (Pulungan, Khairani, Arda, Koto, & Kurnia, 2019). In practice, the teacher must be able to manage learning activities creatively. Creative teachers can take advantage of everything available so that teaching and learning interactions can take place fun and motivate students to take part in learning (Firdaus, Mauludyana, & Purwanti, 2020). Teachers can optimize their creativity to motivate students from within and outside. From within, for example, the teacher must be good at being a person who is close to students. While from the outside, for example, the teacher can choose the suitable method and use the appropriate media to motivate students to learn (Azizah et al., 2023). Furthermore, this paper will explain the method of increasing elementary school students' motivation and learning desires.

METHOD

This service was carried out on March 5 -11, 2023, which was carried out offline in the class room of the Sijuk 16 Elementary School. The forms of activities include:

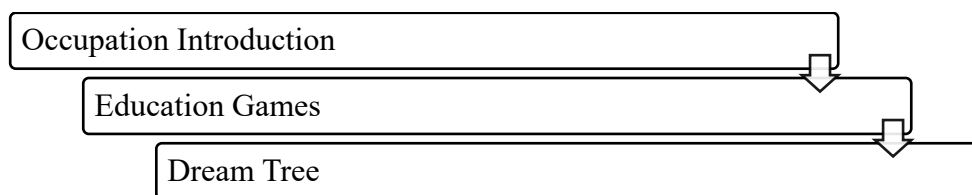


Figure 1. Implementation Method

Occupation Introduction

This activity is the process of introducing the role of someone who has a particular profession. The description of the role of this profession is explained in detail, starting from the educational process to achieve this profession, job responsibilities, to the risks that arise from having this profession (Gunawan, 2020). For example, the profession of a surgeon. Explanation

regarding the process of medical education, the medical profession to specialist education which includes scholarship opportunities and the duration of time to achieve them (Setyadi, 2019). In addition, the medical profession has a very high responsibility to save the health and even the lives of its patients (Harijanti & Al Irsyadi, 2021). The risks of becoming a doctor also need to be explained, including high working hours and a shift system that allows it to be different from standard office hours. The detailed description of this profession is visually illustrated in pictures, uniforms, and work role videos to provide a comprehensive understanding to elementary school students (Yunanto, Fitriana, Mukhti, Kristania, & Nadhif, 2020). The introduction of this profession is followed by the practice of professional roles directly by all students, such as the role of students as doctors and patients.

Education Games

Educational games offer learning media in more fun packaging for students. Any learning can be designed as educational games that attract students' attention (Aprilianto & Mariana, 2018). It is intended to change students' mindsets about the learning process so far. Having educational games makes learning more enjoyable, and students become more motivated to increase their knowledge (Indriani & Imanuel, 2018).

Dream Tree

Once students have a detailed picture of the profession and enjoy learning, they can decide which profession they will most suit (Martini & Nengsih, 2020). The dream tree allows students to express their dreams for the future. The dream tree is a shady tree design with leaves bearing the students' names and their goals. It can motivate them to learn and enthusiasm to achieve their dreams and goals (Bukhari, 2023).

RESULT AND DISCUSSION

This activity program began with an introduction to the profession, which elementary school students attended grades 1-5 at SD 16 Sijuk, Belitung Regency. The introduction of this profession is divided into each class to facilitate communication with students with relatively equal levels of knowledge in the same class. The introduction of this profession is a program carried out by five people in charge of activities according to the number of classes. One hundred and twenty students took part in this activity carefully and enthusiastically (Lee et al., 2022).

Most of them know the name of their profession but need help understanding the level of education and their responsibilities. Some professions they are familiar with our doctors, teachers, police, military, nurses, and midwives. However, some professions still need to become familiar to them, such as the profession of Bank Employee, Flight Attendant, Pilot, Entrepreneur, Singer, Actor, Actress, and others. This activity program makes them understand better that many professions in Indonesia need future generations like them (Azizah et al., 2023).



Figure 2. Occupation introduction documentation

The following program is educational games. This Educational Game is more inclined to subjects usually considered difficult by elementary school students, namely mathematics and English. Educational games for mathematics subjects are conveyed through congklak games, which have many counting activities. Through this game, students begin to enjoy more fun learning mathematics in a game. In addition, students who are still learning to pronounce arithmetic also find it easier to memorize numbers from one to tens (Schwarz & Hamman-Ortiz, 2020).

Educational games stimulate English by using cards with pictures of specific numbers and colors that students have to guess. This game stimulates students to memorize colors and numbers in English quickly. This game uses a guessing design with fun rewards and punishments for students (Azizah et al., 2023).



Figure 3. Education games documentation

The dream tree explains the importance of having dreams in the future. Dreams are something that someone wants to achieve in the future. To achieve this, someone will make various efforts to achieve it. With this dream tree, children have more enthusiasm and direction for future goals to optimize their study plans and learning stages that they will take in the future.



Figure 4. Dream tree documentation

After children have dreams embedded in their brains, children become more focused on their processes and goals. Hence, they are more enthusiastic about going through the learning process at school because they have high motivation to achieve something.



Figure 5. Documentation in SDN 16 Sujuk

This Education service activity has a goal that focuses on the interest and enthusiasm of the nation's future children in achieving their goals and increasing their educational capacity. Through this program, children can continue to increase their capacity, knowledge, and learning abilities at and out of school. The teaching and learning process is a long process that can lead to boredom in students. This strategy can be a solution to reduce student boredom in learning.

CONCLUSION

Teaching and learning activities are formal activities that are boring for students. It decreases students' interest and motivation to study, even though childhood is a golden period for them to learn and know many things. This service program in the field of Education offers learning techniques that are more effective and fun for students so that the learning process becomes active and creates high student enthusiasm. In addition, this program motivates students about students' potential for professions in Indonesia. This program ignites the enthusiasm of students to continue learning and never give up on achieving their dreams and goals. This program ran smoothly and was enthusiastic for students who, without feeling, had learned various things, such as general knowledge about professions, English, and mathematics.

SUGGESTIONS

The following services should be able to provide knowledge and motivation for elementary school children. In some contexts, this method can also be implemented at other educational levels, such as junior high and high school or even higher institutions, by adjusting the educational content and frequency of students based on age and level of education.

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