(Research/Review) Article

Development of Smart Board Media Subject Material Predicate Object Description Subject Indonesian Language Class II A SDN Sukabumi II City Probolinggo

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Abstract: Class II A teachers rarely utilize learning media in the classroom, relying primarily on textbooks. As a result, students often feel bored and disengaged, making the learning process less interactive and ineffective. This research aims to develop a smart board learning media, assess its validity, and evaluate its effectiveness in teaching subject matter, predicates, objects, and information. This study follows a research and development (R&D) approach using the ADDIE model, which consists of five stages: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The research was conducted in Class II A at SDN Sukabumi 2, Probolinggo City. Data collection was carried out through questionnaires distributed to material/content expert validators, media experts, teachers, and students. The results of the product trial indicate that the smart board media received a validity score of 94% from material/content experts and 91% from media experts. These scores fall within the 90–100% range, categorizing the media as highly valid. Field trials further demonstrated its effectiveness, with Class II A teachers rating it at 93% (very effective) and students at 87% (effective). In conclusion, the smart board media serves as an effective teaching aid, enhancing the learning experience for Class II A students at SDN Sukabumi 2. Future research could expand the development of smart board media for broader subject areas, ensuring greater engagement and motivation in the classroom.

Keywords: Instructional Media; Smart Board Media; Lesson; Indonesian Language; Subject Predicate Object Description

1. Introduction

One of the most important aspects of life is education. In addition to schools, environments such as families and communities also function as places of education. Because education can also be interpreted as an effort to develop and train a person's knowledge, skills, and abilities, education is what ultimately determines and directs a person's life path. Another important component that can influence a person's future is their level of education. According to the vision of education, educational reform must be planned, directed, and sustainable if a country's education system wants to ensure that all students have equal access to educational opportunities. Within the framework of the Unitary State of the Republic of Indonesia, quality education aims to create a peaceful, democratic, moral, skilled, competitive, advanced, and prosperous Indonesian society, supported by a healthy, independent, pious, noble, and patriotic Indonesian society, they also master science and technology, have a strong work ethic, are disciplined, and are based on law (Yanti & Syahrani, 2021 (61–68.).

Through the learning process, education functions as a channel or method for humans to achieve their maximum potential. As is known, "every citizen has the right to education" as stated in Article 31 Paragraph 1 of the 1945 Constitution. Thus, it is clear that everyone has the right to education. Education is believed to produce a generation of high nationality and intelligent and quality humans who are able to maximize the development that has been carried out in the country. No development will be realized without education. Therefore,

education is very important and must be provided to all citizens starting from a young age (Purwanto, 2021 (151–160).

Education is a deliberate and intentional effort to create a conducive learning environment and procedures. In addition, students actively develop the quality of intelligence, self-control, spiritual strength, personality, and high morality needed for themselves, society, and the nation. The purpose of national education according to Article 3 of Law of the Republic of Indonesia Number 20 of 2003 concerning the national education system is to foster skills and shape the character and civilization of a respected nation in order to realize an educated society. The goal is to help students achieve their maximum potential so that they can become good, healthy, knowledgeable, creative, independent, and democratic citizens who believe in and fear God Almighty (Arifin, 2019 (15-38).

Learning media is used to transfer material including one of the items that helps the development of education, besides that it is also a place to convey knowledge so that those who study it can receive it well (Parnabhakti & Puspaningrum, 2020 (8-12). The use of media is expected to provide learning outcomes for students, increase the efficiency of the learning process, and attract students' attention to the content of the lesson so that it can make it easier to capture the material. The use of media can improve students' academic achievement. The existence of learning media can be useful in conveying topic information consistently, making the learning process more interesting and transparent, increasing the efficiency of time and energy, and improving the quality of student learning outcomes (Wahid 2018 (5).

The use of media in teaching and learning activities is very important, especially for elementary school students. The availability of this media greatly helps students understand an idea. In addition, learning media can attract students' interest, increase learning motivation, and develop critical thinking skills. For teachers, learning media can be used to make it easier for teachers to explain learning materials systematically and help in interesting presentations so that they can improve the quality of learning (Siti Nurhasanah 2022 (75-84).

2. Preliminaries or Related Work or Literature Review

Learning media according to (Yosiva, A., Hendrawan, B., & Pratiwi 2021(20-16) is a method or instrument used as a communication bridge between teachers and students. The origin of the word media in Latin means "intermediary" or "delivery". Effective management of teaching aids is very important in formal educational environments. In addition to being a tool for teachers to communicate with students. Learning media can also facilitate the delivery of learning and facilitate students' understanding of the information conveyed. Teaching and learning activities can benefit from the use of learning media as a tool (Siti Nurhasanah, 2022(75-84).

In order for the selection of learning media to be right on target, it is necessary to consider various factors that are the basis for consideration in selecting learning media. Selecting media should be done carefully and with mature consideration. These considerations are based on certain criteria. According to (Ulinihayah S. 2023), the criteria for good learning media that need to be considered in the media selection process are as follows:

a. Clear and neat.
b. Clean and attractive.
c. Suitable for the target.
d. Relevant to the topic being taught.
e. In accordance with learning objectives.
f. Practical, flexible, and durable.
g. Good quality.
h. The size is appropriate for the learning environment.

According to (Maghfi, U.N. 2020(157–170.) states that smart board media is a good and efficient learning tool that can convey messages to students. According to (Kamaladini, 2021) states that one of the names of media for learning objects is "smart board learning media" or "Painer". If teachers are able to capture the content and media offered, this can be a very

successful way to attract students' attention. To keep students engaged and help them understand the topic, teachers and students can play using smart board media. This smart board media includes bulletin boards, whiteboards, magnetic boards, and flannel boards which are media designed to resemble boards that are used to convey messages and involve students' minds and interests to achieve the learning process.

The importance of using media in teaching and learning activities, especially for elementary school students, with the availability of this media, it can help students understand a particular idea. In addition, smart board media can focus students' attention, arouse their curiosity, and develop students' critical thinking skills. In addition, smart board media can help teachers deliver material in an interesting way and facilitate explanations of complex concepts to students, thereby improving the quality of their education. To achieve the learning objectives set by the school, it is very important for teachers to be able to choose learning materials that are appropriate and useful for students (Siti Nurhasanah, 2022 (75 - 84).

Language is a prerequisite for any communication, language does play the most important function in communication. With the existence of language, a person speaks expressing something about the level of civilization and sense of national identity, and a person can also express his or her reflection, which can be seen from the words he or she uses. Indonesian has experienced very rapid development since it was recognized as a language and was named the official language of the country. As a result of this development, Indonesian has represented national identity and functions as a means of uniting various ethnic groups that have different social, cultural, religious, and linguistic roots. Language functions as a means of communication and is a reflection of a person's personality, therefore a person can know a person's character or personality through language. Therefore, one of the significant factors that influences how a person develops his or her character is through his or her language (Mudaim, R. A. S, 2024(289 - 303).

According to (Parnabhakti, L., & Puspaningtyas, N. D, 2020(8-12), Indonesian language functions as a sign of pride in the country, a means of communication between communities, regions, and cultures. This language also functions as a unifying language for tribes, cultures, and languages throughout the archipelago. As the national language, Indonesian functions as the official language of the nation, the language of education, a channel of communication between governments, and a vehicle for the advancement of science, technology, and culture. According to sociolinguistic studies, language and the existence of society are closely related. In reality, language is seen as the identity or characteristic of a social group.

Spoken language, also known as verbal language, and written language, sometimes known as nonverbal language, are two categories of language. Words, phrases, clauses, and sentences that can compose linguistic discourse in syntax are examples of grammatical components of language (Enggarwati & Utomo, 2021(37). The function of a clause or can convey as a phrase with non-predicative quality, a phrase is a composition of two or more components that can have a certain syntactic function in a sentence (Tarmini et al., 2019).

According to Prabawa (2017) in (Rahmania et al., 2021(149-157), sentences can be divided into single sentences and compound sentences according to the number of clauses. The following are categories of syntactic functions that are often encountered: complements, descriptions, objects, predicates, and subjects. Theoretically, syntactic functions can be described into the following elements: subject (S), predicate (P), object (O), and description (K). The subject, which is usually a noun and comes before the predicate element in a sentence, is the most important or main element. The predicate plays a role in explaining what, why, and how the subject is. Information related to or influenced by the predicate can be considered an object. Objects are generally filled by nouns, noun phrases, or clauses because of their position behind the predicate and the absence of a preposition in front of it. Adverbs are sentence components that provide more detailed information regarding the speaker's experience with time and place (Kumowal.J.G,2024)

3. Proposed Method

Research and development methods or can also be called research and development or Research and Development (R and D). As stated by Sugiyono, which is a research method

used to create certain products and evaluate the product (Sugiyono, 2020). One of the research techniques used to create certain products and evaluate their efficacy is research and development, or R&D, and shortened to the ADDIE model stands for Analyze, Design, Development, Implement, and Evaluate. The idea of the ADDIE model to create a learning product design is used to improve fundamental learning performance. Individual learning is at the heart of ADDIE instructional design, which is methodical, contains short-term and long-term stages, and approaches human knowledge and learning as a systems approach. Authentic tasks, complex knowledge, and unique issues are key components of effective ADDIE instructional design.

4. Results and Discussion

The results of the trial data were obtained from data collection carried out during the development research at SDN Sukabumi 2, Probolinggo City. This development research was conducted on Thursday, January 8, 2025 at SDN Sukabumi 2, Probolinggo City, located at Jalan Dr. Moch Saleh No. 28, Sukabumi, Mayangan District, Probolinggo City, East Java, Postal Code 67219. This research and development produced a product, namely smart board media on subject, predicate, object, and description material for class II A students of SDN Sukabumi 2, Probolinggo City. The trial was conducted on trial subjects including material or content experts, media experts, class II A teachers and class II A students of SDN Sukabumi 2, Probolinggo City.

The following are the results of the presentation and trials on smart board media products with subject, predicate, object, and description materials on the Indonesian Language subject: Analysis development stage (Analysis)

Based on research conducted at SDN Sukabumi 2, Probolinggo City, the analysis results used for the initial steps in developing a product in the form of smart board media on subject, predicate, object, and description materials are the selection of schools at SDN SUKABUMI II, Probolinggo City, the selection of materials to be taught, namely subjects, predicates, objects, and descriptions.

Design development stage (Design)

Design is the initial step in making a product development on smart board media. In making smart board media containing subject, predicate, object, and object materials along with images in everyday life. At the design stage, material preparation, media selection, and media creation are required.

Development stage (Development)

At the development stage, validation will be carried out on the product in the form of smart board media. Validation is carried out by material experts and media experts, after the product has been validated, product revisions and product improvements will be carried out, until the product is ready to be used and applied to class II A students at SDN Sukabumi 2, Probolinggo City. The aspect of the attractiveness of the smart board media is 91% which is stated as very valid with the suggested revisions and is worthy of being tested. Based on the results of validation by material experts carried out by the validator, the material aspect obtained 94% which is stated as very valid with the suggested revisions and is worthy of being tested.

4.1. Figures and Tables

1) Suggestions and Improvements from Material or Content Experts

Below are the results of suggestions made by the validation of material experts, namely Mrs. Faridahtul Jannah., S.Pd., M.Pd.

Tabel 1. Revision from Material Expert

Before Revision	After Revision

2) Suggestions and Improvements from Media Experts

Below are the results of suggestions made by media expert validation, namely Mr. Didit Yulian Kasdriyanto., S.Pd., M.Pd.

Tabel 2. Revision from Media Expert

Before Revision	After Revision

3) Suggestions and Improvements from Class II A Teachers

Below are the results of suggestions made by class II A teachers, namely that the smart board media is suitable for use in the learning process in the classroom and the colors and images are attractive.

5. Comparison

Similar research was also conducted by (Masding & Munawir 2023 (1-5) with the title Development of Smart Board Media on the Theme of Growth and Development of Living Things for Elementary School Students had a result of 79% at the stage of media questionnaire effectiveness on students and 90.62% media effectiveness using teacher questionnaires was stated as very effective. Meanwhile, researchers developed similar media, namely smart board media, which had a percentage of 87% media questionnaire effectiveness on students and 93% teacher questionnaire effectiveness which was stated as very effective. In smart board media there are 2 sides, on the left side there is subject material, predicates, objects, and descriptions and on the right side there are pictures in everyday life.

6. Conclusions

Based on the results of the development research, the data were taken from the development process of smart board media using the ADDIE model consisting of 5, namely: analysis, design, development, implementation, and evaluation carried out at SDN Sukabumi II, Probolinggo City. Where in the analysis stage, researchers must choose schools, materials according to the needs of students. Design, namely the creation of learning media products that will be used during the trial at SDN Sukabumi II, Probolinggo City. Development, namely researchers validate media experts and material experts with the aim that the learning media that we will test can be used effectively at SDN Sukabumi II, Probolinggo City. Implementation, namely researchers apply the media at SDN Sukabumi II, Probolinggo City in class II A with subject, predicate, object, and description materials, with 30 students, 16 of whom are female and 14 are male. Evaluation, namely the results of revisions from material and media expert validators in order to increase the effectiveness of smart board media during the trial.

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