

**THE EFFECT OF THE USE OF LEARNING MEDIA
GIFT BOX TELLS STORIES (OKABE)
TOWARDS THE VALUE OF STUDENT LEARNING OUTCOMES ON THE
MATERIAL
RETELLING THE CONTENTS OF THE FABLE STORY
CLASS IV MI AL-KHOIRIYAH MOJOKERTO**

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ABSTRAK

Kholifah, Siti. 2022. The Effect of Utilization of Storytelling Gift Box Learning Media (Okabe) on the Value of Student Learning Outcomes on The Material of Retelling the Contents of the Story of Class IV MI Al-Khoiriyah Mojokerto. Thesis. Department of Madrasah Ibtidaiyah Education. Tarbiyah College of Sciences. STITNU Al-Hikmah Mojokerto. Pembimbing: Didik Supriyanto, M.Pd.I. Learning to understand the contents of fable stories using gift box media tells stories in class IV MI Al-Khoiriyah Mojokerto, still less effective use in schools because teachers prefer to use image media rather than using the media of gift boxes that have been available in schools. Therefore, teachers need to utilize the medium of the gift box telling stories optimally so as to provide more memorable and meaningful learning to students. Based on this, the problem can be confused, namely the benefits of using gift boxes to tell stories to the ability to understand the contents of class IV fable stories MI Al-Khoiriyah Mojokerto?

The purpose of this study is to find out the influence of the use of gift box media on the ability to understand the content of the story of class IV Fable MI Al-Khoiriyah Mojokerto.

The research design used is a Pre-Experimental Design study with type one group pretest-posttest design with a sample of all fourth grade students at MI Al-Khoiriyah Mojokerto numbering 22 people. Data collection techniques used are tests that are tests before being given pre-tests and tests after being given treatment (post-test). While the hypothesis testing uses the t-test (t-test).

Based on the results of the research conducted, it is known that: 1) there is a difference in the influence of the use of gift box media stories compared to conventional models on the skills of understanding the content of fable stories of fourth grade students at MI Al-Khoiriyah Mojokerto with an average score at pretest 57.72 and an average score when posttest 82.27; 2) The use of gift box media tells more significantly than conventional models of the skill of understanding the content of class IV fable stories in MI Al-Khoiriyah Mojokerto, indicated by t count greater than t table ($9.76 > 1,279$). Based on the results of Research can be concluded that the use of hand puppet media has a significant effect on the skill of understanding the content of class IV fable stories in MI Al-Khoiriyah Mojokerto.

.Kata kunci: *gift box media tells stories, the ability to understand the content of the story, fables*

PENDAHULUAN

The low achievement of students in learning is very closely related to how educators when teaching. Either in terms of difficult materials or learning media

used less attract the attention of students. According to Samsu Somadoyo (2013: 17) Media is a tool that can be used as an intermediary that can serve to convey a feeling or information from one source to the recipient of the message. Learning itself is the process of interaction between educators and students in the classroom to achieve a learning goal and obtain knowledge in students. Learning media can be interpreted as a tool in learning, which is everything that can be used to hone and stimulate the thoughts, attention, feelings and abilities of learners so as to encourage the occurrence of a fun learning process. Because the truth of success in learning is when students can Easily understand the material described, and in order for students to easily understand the material, educators need to create an interesting learning medium in order to achieve learning goals so that learning will run effectively.

Fiction according to the Great Dictionary of Indonesian (KBBI) is a fictional story, imaginary and not based on real events. Fiction stories there are several types including, novels, romances, short stories, fairy tales, fables, and so on.. Fable story is one of the Indonesian material in class IV. one of the basic competencies of fiction stories, namely KD 4.9 identifies characters in fictional stories. Fable story is a text that tells the life of animals that resemble humans that there are many messages contained in the story. Therefore, understanding the text of the fable story is quite important, because students will understand the message contained in the content of the fable story. But in Retelling the contents of the fable often occurs difficulties, including the lack of precise use of the learning media used. With the media of the gift box storytelling will be an innovation in the learning of fable text. This storytelling gift box learning media (Okabe) is a medium created from hand creation because this media cannot be found in shops. This medium is easy to use without incurring expensive costs. The low interest of students in reading fiction stories is one of the things that make teachers have to turn their brains to create learning activities to be interesting for students, especially when learning activities about reading or understanding fiction stories. Based on observations and interviews with class IV teachers at MI Al-Khoiriyah Bicap on September 18, 2021 with Mrs. Yayuk Salamah, S.Pd as the class guardian, that class IV teachers have not used learning media that is suitable for learning Indonesian, especially fiction

reading materials. Class IV teachers usually only do the method of lectures or reading and tell students to listen and write the content of the story. This causes students to feel bored and not interested in learning to understand fiction so that students' understanding of fiction stories is very lacking (initial observation of research, September 18, 2021). Based on this background, then researchers feel interested in making research with the title "Influence of Utilization of Learning Media Gift Box Storytelling (Okabe) on the Value of Student Learning Outcomes on Material Understanding the Contents of Fiction Story Class IV MI Al-Khoiriyah Bicak".

METODE PENELITIAN

The type of research used in this study is descriptive with preexperimental research. According to Sugiyono (2017: 155) explained that descriptive methods are analyzing, describing, and solving various situations and conditions in the form of descriptions of various data collected in the form of results from an interview or in the form of observations about a problem studied that occurs in the field.

While pre-experimental research is used because this design is not yet an earnest experiment. It is said to be pre-experimental because there are still outside variables that affect the formation of dependent variables as the result of experiments. (Sugiyono, 2017: 74).

bersifat khusus(individual). The subject of this study is a student of MI Al-Khoiriyah Class IV for the 2021/2022 school year with a total of 22 students. The data collection technique in this study is documentation. According to Sugiyono (2017: 329) documentation is a way used to obtain information data in the form of books, archives, documents, writing numbers and images in the form of reports and information that can support research. The research instrument used is a check-list list of classifications of research materials, writing schemes or maps and research formats. In this study using deductive analysis techniques, namely the way of drawing conclusions from things of a general nature into a common case.

HASIL DAN PEMBAHASAN

Deskripsi Media Pembelajaran Kotak Kado Bercerita(Okabe)

This storytelling gift box learning media (OKaBe) is a medium created from hand creation because this media cannot be found in shops. According to Suhartono (2005: 6) hand puppets are a creation that relies on body parts, especially hands, to move the body of the hand puppet, and hand puppets are creations that are used without any tools and made by educators themselves. There are several benefits that

can be taken using paper hand puppets, according to Tadzkiroatun Musfiroh (2005:22) that is, (1) does not take time, costs a lot, (2) does not need a place broad, (3) not difficult or special skills in making it, (4) can create imagination in learners. The medium of gift box storytelling or called (OKaBe) is easy to make because the materials used are easy to find in stores, but this media cannot be found or purchased in stores, the workmanship requires creativity so that the results of this media can be interesting. The advantages contained in this media are, (1) this media is easy to make, (2) this media is pocket-friendly, (3) this media is made according to the story character so that students do not feel bored, (4) this media helps in improving student liveliness. As for the shortcomings, namely, (1) this media does not last long because paper is easily torn, (2) this media requires expertise in making it look attractive, (3) this media cannot be applied to every learning Indonesian.

Langkah-langkah Pembuatan Media Pembelajaran Kotak Kado Bercerita(Okabe)

Membuat Boneka Tangan Kertas

The manufacture of paper dolls includes the following steps, (a) animal pattern drawings according to the fable story on buffalo color paper, (b) scissor patterns that have been made, every 1 image makes 2 patterns, (c) give ornaments (such as eyes and teeth, give color) to patterns that have been in scissors, (d) glue both patterns with doubletape so that they can be inserted by hand.



Gambar 1: alat dan bahan



Gambar 2: Menggambar pola



Gambar 3: menggunting pola



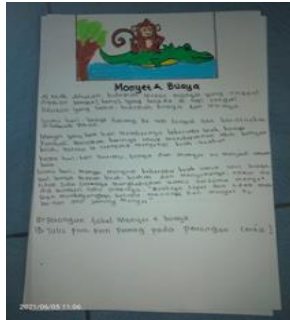
Gambar 4: memberi ornamen



Gambar 5 dan 6: menyatukan gambar

Membuat Potongan Cerita Fabel

Creating a fable story piece includes the following steps, (a) Search for fable stories in the story / internet, (b) images with sepia-toned animated images that match the fable story, (c) write fable story pieces (half beginning and half end for 2 groups)



Gambar 7: contoh potongan cerita fabel

Membuat Kotak Kado Berbicara

Making gift boxes tell stories from cardboard includes the following steps, (a) coat used cardboard with wrapping paper, (b) fill the gift box with fable story pieces and paper dolls that have been made that match the fable story story.



Gambar 8: melapisi kardus dengan kertas kado



Gambar 9: mengisi kotak kado



Gambar 10: tampilan kotak kado bercerita

Description of Pretest and Posttest Results of the ability to Understand The Fable Stories of Class IV STUDENTS MI Al-Khoiriyah Mojokerto after applying The Storytelling Gift Box Media

Based on the results of research conducted by researchers at MI Al-Khoiriyah Mojokerto, data collected through test instruments can be obtained so that students can be known the skills of listening to student fairy tales in the form of grades from class IV MI Al-Khoiriyah Mojokerto.

Gambaran hasil pretest dan posttest

Deskripsi Nilai Rata-rata *pretest dan posttest dan Perbandingan* Nilai Rata-rata Pretest dan Posttest

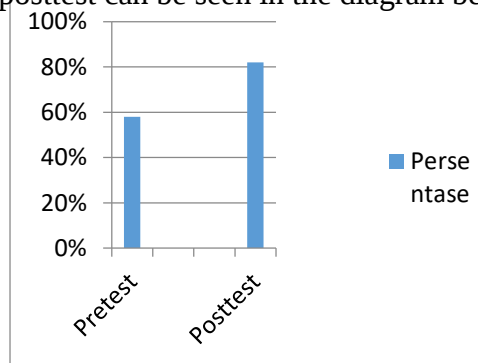
Hasil	Nilai Rata-Rata
Pretest	57,72
Posttest	82,27
Peningkatan (%)	24,55

From the results of the calculations above, the average score was obtained from the ability to listen to fairy tales of mi Al-Khoiriyah Mojokerto fourth grade students before the use of The Storytelling Gift Box Media was in the lowest

category category with the standard score category. While the Mean (Average) score after applying hand puppet media of 82.27 this shows that the results of learning to listen to fairy tales after being applied

hand puppet media is in the "high" category.

During the study, there was a change. The change can be seen in the percentage increase from the average value before treatment (pretest) and after the treatment (posttest) is 24.55. The percentage of the average value of pretest and posttest can be seen in the diagram below:



Gambar 11 Diagram Persentase Nilai Rata-rata Pretest dan Posttest

Based on the data that can be clearly seen that the ability of the percentage of the pretest average value and the posttest average value. In accordance with the research hypothesis of the use of the Media Gift Box Tells against the ability to understand the content of fable stories of fourth grade students MI Al-Khoiriyah Mojokerto.

Influence of The Use of Gift Box Media Tells On The Ability To Understand the Contents of Fable Stories Of STUDENTS class IV MI Al-Khoiriyah Mojokerto

Hypothesis tests are used to deduce and prove the truth of hypotheses that have been formulated based on theories supported by data in the field. The hypotheses proposed in this study are:

Ho: There is no positive influence on the use of The Gift Box Storytelling media on the ability to understand the content of the fable story of mi Fourth grade students Al-Khoiriyah Mojokerto.

Ha: There is a positive influence on the use of The Gift Box Storytelling media on the ability to understand the content of the fable story of MI IV grade students Al-Khoiriyah Mojokerto.

The provision if $t_{hitung} < t_{tabel}$, then H_0 is accepted and H_a is rejected. But vice versa if $t_{hitung} > t_{tabel}$, then H_0 is rejected and H_a is accepted. Hypothesis testing using inferential statistical techniques, namely using the t test, based on the results of calculations, obtained To find t The researcher's table using the t distribution table with a significant degree = $22 - 1 = 21$ then obtained $t_{0.05} = 1.729$. After obtaining $t_{hitung} = 9.76$ and $t_{tabel} = 1.729$ then obtained $t_{hitung} > t_{tabel}$ or $9.76 > 1.729$. So that it can be concluded that H_0 was rejected and H_a accepted. This means that the media Of Gift Box Tells class IV MI Al-Khoiriyah Mojokerto.

Discussion of The Results Found In Research

In this section will be outlined the results found in the study. The intended result is a conclusion drawn based on the data collected and the analysis of the data that has been done. Based on the results of the pre-test, the average student learning outcome score is 41.25 with the category that is not good, which is 95% and quite good is at a percentage of 5%. Judging from the results of the existing percentage, it can be said that the level of ability to listen to fairy tales in students before using hand puppet media is relatively low.

Furthermore, the average value of post-test results is 79.5. So after use of hand puppet media has better learning results than before the use of hand puppet media. In addition, the percentage of the category of ability to listen to fairy tales in students also increased, namely very good, namely 40.90%, both 27.27%, quite good 31.81%, and less good at a percentage of 0%.

Based on the results of inferential statistical analysis using the t test formula, it can be known that the t_{hitung} value is 18.22. With a frequency (dk) of $22 - 1 = 21$, at the significance level of 0.05 obtained $t_{tabel} = 1.729$. Because $t_{hitung} > t_{tabel}$ at the level of significance 0.05, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted which means that the media Gift box tells an effective story on the ability to understand the contents of the fable story of class IV student MI Al-Khoiriyah Mojokerto.

The results of the above analysis that show the effectiveness of the media Gift box tells a story in line with the results of the test conducted. Based on the data obtained by students' skills in listening to fairy tales, it is still very low before the presentation box media tells stories that are at an average of 57.72 while the ability of students in listening after being applied to the gift box media tells stories is at an average of 82.27. This proves that there is a significant difference between before and after the implementation of gift box media tells the story to the student.

Based on the results of descriptive statistical analysis and inference statistics obtained as well as the results of tests that have been carried out, it can be concluded that kado box media has an effective story on the ability to understand the contents of the fable story of mi AL-Khoiriyah Mojokerto fourth grade students.

2. Discussion about Gift Box Media Tells Stories

Hand puppet media is a three-dimensional visual medium that is a clone of the actual object. Tompkins and Hoskisson (Mariana, 2014: 47) reveal that simple dolls can give children the opportunity to develop their creativity and dramatic skills. The use of hand puppet media helps children to reason, imagine, and form concepts about everything related to objects.

The advantages of using dolls as a learning medium according to Daryanto (2013: 33) are as follows.

1. Efficient of time, place, cost, and preparation.
2. It doesn't require complicated skills.
3. Can develop the imagination and activities of children in a happy atmosphere.

Through the use of puppet media in learning to listen to fairy tales, the content of the story can be easily understood by students. In addition, students can be interested in listening through puppet media that attracts his attention.

Based on the above review, the media that will be used in this study is hand puppet media. The hand puppet media was chosen because it is communicative and suitable for visualizing characters and characterization in fairy tales. Sudarmadji (2010: 21) revealed that based on the use of props, storytelling can be distinguished from props and storytelling without props. Telling stories with props is using hand puppets, finger puppets, flannel, puppets, puppets, and others. Telling stories

without using props further optimizes the entire limb, facial expressions, expressions, sounds, etc.

Learning to listen to fairy tales in high-grade elementary school students can be done by using various media as support in storytelling. According to Tomkins and Hoskisson (Mariana, 2014: 49), "Students can use several techniques to make the story come alive as it is told. There are types of props that add variety of stories are: flannel board pictures, puppets, and objects." Student

You can use several techniques to make the story come alive as it is told. The type of media that can add variety to the story is by media drawing flannel boards, puppets or puppets and objects. Based on the above understanding, hand puppet media can help students get to know all aspects related to objects and provide experience of figures in fairy tales. The content of the story and situation taught to children will be easier to understand when the object is in front of them. The use of hand puppet media helps children to reason, imagine and form concepts about everything related to objects. Using hand puppets as storytelling aids will make the classroom atmosphere more concentrated on the story to be told. The signs playing dolls on storytelling activities according to Chakra (2012: 64) are as follows.

1. No stage

- a. Dolls are enough two pieces
- b. How to play the doll must be precise, do not let go
- c. Puppet dialogue to children is only one doll
- d. Intonation must be observed
- e. Time and mission

2. With the stagea.

Stage construction must meet the criteria best. Among others:

- 1) The puppet stage should not be a lot of pictures,
 - 2) The storage of hand puppets must exist,
 - 3) The place of the storyteller and helper must have been provided, and
 - 4) The use of the background is clearly regulated in situations and conditions fable.
- b. The exit or entry of hand puppets must be considered.

- c. Puppet dialogue with children is only one doll.
- d. The intonation of each puppet actor should be clear.
- e. The number of puppets playing must have been prepared.

COCLUTION

The results showed that the use of hand puppet media was beneficial and affected the ability to understand the content of the fable story of mi fourth grade student Al-Khoiriyah Mojokerto. This is evidenced by the results of the t-test with a significance level of 5% (95% confidence degree) obtained t count (9.76) > t table (1,279). The t-count score > t table shows the ability to understand the content of the student's fable story significantly.

The average pretest result was 57.72 while the posttest average score was 82.27 results from listening to student fairy tales in grade IV students. So it can be concluded that there is a significant influence on the use of hand puppet media on the ability to understand the contents of the fable story of mi Al-Khoiriyah fourth grade students in the 2021/2022 school year.

Based on the results of inferential statistical analysis using the t test formula, it can be known that the thitung value is 18.22. With a frequency (dk) of $22 - 1 = 21$, at the significance level of 0.05 obtained ttabel = 1.729. Because thitung ttabel at the level of significance 0.05, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted which means that the media Gift box tells an effective story on the ability to understand the contents of the fable story of mi Al-Khoiriyah Mojokerto.

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