

The Effect Of The Use Of Dreambook Media On The Creativity Of Grade Iv Students Of SDN 060870 Medan

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Abstract

The problem in this study is due to the low creativity of students in the learning process. The purpose of this study is to determine the influence of the use of Dreambook media on the creativity of grade IV students of SDN 060870 Medan. This research was conducted at SDN 060870 Medan. The type of research used is a quasi-experimental research with a control group pretest and posttest design. The sample used in this study is purposive sampling, namely class IV-A as a control class with 25 students and class IV-B as an experimental class with 25 students. The data collection techniques are interviews, tests/evaluations and documentation. The data analysis techniques used are normality test, homogeneity test, and hypothesis test using the t-test formula. The results of this study show that there is an influence on the use of media Dreambook on the creativity of fourth grade students of SDN 060870 Medan. Based on the results of hypothesis test I, results with a significant level of $\alpha = 0.05$ and $(dk) = (n1 + n2) - 2$, $dk (25 + 25) - 2 = 48$ obtained $t_{(table)} = 2.01$ and $t_{(calculate)} = 3.27$ which means $t_{(calculate)} > t_{(table)}$ which is $3.27 > 2.01$ thus H_a is accepted and H_o is rejected so it can be concluded that the use of dreambook media can increase the creativity of grade IV students at SDN 060870 Medan. Hypothesis II with a significant degree of $\alpha = 0.05$, from the t distribution table obtained a value of $t_{.48} = 2.10$. Because the $t_{(count)} > t_{(table)}$ is $3.27 > 2.10$. Based on the results of data analysis and statistical tests and discussions, it can be concluded that the creativity of students who are taught using dreambook media is better than those who are not taught using dreambook media.

Keywords: *Dreambook Media, Student Creativity.*

1. INTRODUCTION

Education is receiving a sharp spotlight, this is related to the demand to produce quality human resources. One of the efforts to improve the quality of education is to improve the teaching and learning process. The component of education that has a very important role in nature is education. Therefore, an educator must create an efficient and effective learning environment so that the goals of the teaching and learning process will be achieved. This success is certainly helped by several factors, be it learning strategies, models, and media.

In this millennial era, many influence the development of science and technology, so it requires educators to be able to use the media that has been provided by schools and even make their own learning media. Learning media used as an intermediary tool to deliver learning to students. So that students will more easily understand the material presented, as well as increase learning creativity. Thus, it can be concluded that media is an inseparable part of the teaching and learning process for the achievement of educator goals in general and learning goals in schools in particular. (Arsyad 2007).

The use of learning media in the teaching orientation will greatly help the effectiveness of the learning process and convey the message and content of the lesson at that time. In addition to arousing students' motivation and interest, learning media can also help students improve their understanding, present data in an attractive and reliable manner, facilitate data interpretation, and condense information.

One of the things that affects education is the existence of creativity in learning. Educational goals can be achieved optimally if the role of a teacher can present learning in a creative and varied way for students to be able to develop creativity in students.

A student's creativity in learning will greatly influence students to obtain success. Students who have high creativity will have a view in learning, so that it will have an impact on the high and low quality of student learning, besides that creativity can also foster a huge curiosity.

However, the fact that has emerged today is that there are still educators who

do not use learning media in the teaching and learning process to increase student creativity. Based on the results of the interviews that have been conducted by researchers in grade IV homeroom teachers of SDN 060870 Medan has not been effective in increasing students' creativity. Some of the learning problems are that teachers still use teaching materials such as textbooks to convey a learning to students without using learning media, teachers still tend to carry out the learning process in a teacher-centered manner which means that the learning process is still dominated by using the lecture method and has not used varied media. Even though it has now used an independent curriculum that is able to make students more free in the learning process, there is still a shortage of students in the learning process. In this case, triggering a decline in student creativity is caused by the lack of teachers in using learning media.

2. RESEARCH METHODS

This type of research is quantitative research with an experimental method. Quantitative research is research with data in the form of numbers and analysis using statistics. Meanwhile, the experimental method is a research method used to find the influence of certain treatments. (Sugiyono 2018)

The research design used in this study is Quasi Experiment, using The Pretest-Posttest Control Group Design. This study involved two classes, namely the experimental class and the control class. The two classes will be given different treatment, the experimental class will be treated by teaching using Dreambook media, while the control class will be taught without using Dreambook media.

This research was carried out at SDN 060870 Medan which is located at Jl. Gunung Krakatau No. 196 Medan City. The time of this research was carried out in the 2nd semester of the 2022/2023 school year. The research was carried out in March. The subject of this study is the fourth grade students of SDN 060870 Medan, which consists of an experimental class and a control class, each class consists of 25 students.

The data collection techniques used in this study are interviews, tests and documentation. The interview technique was carried out to the homeroom teacher of class IV-B SDN 060870 Medan as the resource person. Sugiyono (2021) explained that interviews are used as a method of collecting information to find out things from top to bottom and the number of respondents is relatively small. The test technique conducted on students in grades IV-A and IV-B is used to measure students' abilities, information, and knowledge. In this study, pretest and posttest are used which aim to measure

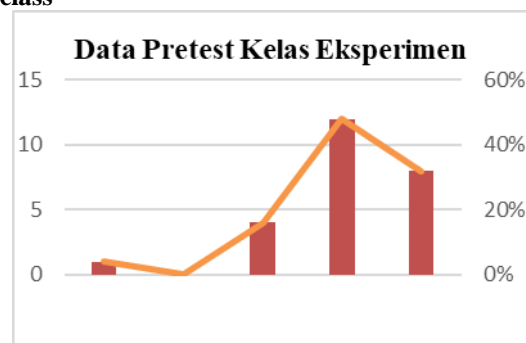
students' creativity with the help of media. Before conducting research, the questions used must be tested for test validity, reality, difficulty level of the question and the discriminating power of this question is used to find out whether the question is valid or not. After that, normality, homogeneity, and hypothesis tests were carried out in the research.

3. RESULTS AND DISCUSSION

Before analyzing the data, first analyze the test questions that are tested in classes that have already received learning about the profession, namely in class V A SDN 060870 Medan. This study uses a test instrument with 25 essay questions. . Which will later be used as a Pre-test and Post-test, but first look for validity, reliability, difficulty level of questions, and differential tests. The validity test in this study uses product moment correlation, with the validity test criteria being that an item is said to be valid if it $>$ at a significant level $\alpha = 0.05$ and an item is said to be invalid if it $<$ at a significant level $\alpha = 0.05$.

Based on the results of the validation analysis of 25 questions using the formula "Product Moment Correlation", the results of the analysis were obtained, namely there were 20 valid questions and 5 invalid questions. The results of the reliability calculation using the alpha formula obtained a value of 0.95 in the essay question, the value is in the range ($r < 1.00$) so that the realistic essay question instrument with a very high category. The difficulty test is used to determine the difficulty level of the question and indicate whether the question has difficult, medium or easy criteria. The test of the discriminating power of the test is used to see if the test is prepared can distinguish between the abilities of low-ability students and high-ability students.

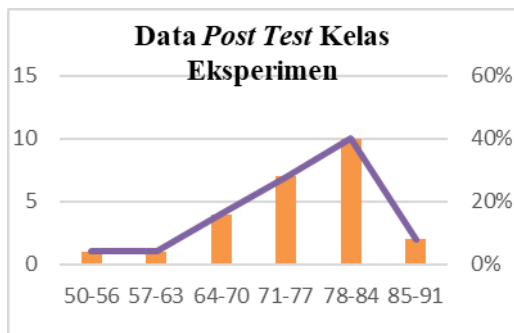
A. Results of pretest data of the experimental class



Based on the graph above, it can be seen that there are 1 student in the interval of 15-25 with a percentage of 4%, 0 students in the interval of 26-

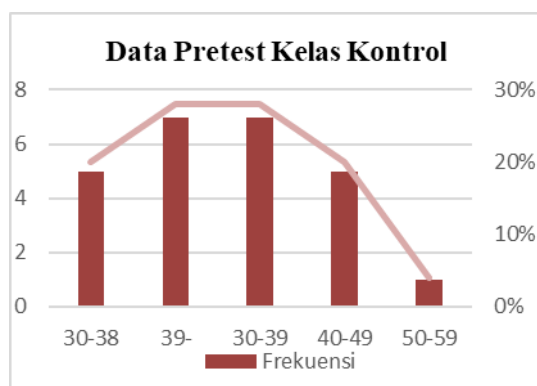
36 with a percentage of 0%, 4 students in the interval of 37-47 with a percentage of 16%, 12 students in the interval of 48-58 with a percentage of 48%, and 8 students in the interval of 59-59 with a percentage of 32%. So it can be seen that students' creativity is still relatively low and has not been able to reach the desired level of creativity.

B. Experimental Class Post test data results



Based on the graph above, it can be seen that student creativity has increased significantly where there are 1 student in the interval of 50-56 and 57-63 with a percentage of 4%, 4 students in the interval of 64-70 with a percentage of 16%, 7 students in the interval of 71-77 with a percentage of 28%, 10 students in the interval of 78-84 with a percentage of 40% and 2 students in the interval of 85-91 with a percentage of 10%. Of the 25 students, there were 22 students who achieved completeness with a percentage of 90%, while students who had not achieved a completeness score were 3 students with a percentage of 10% and the average score of creativity of the students was 75.36. Based on these results, it was found that the success rate of students from the posttest results had a high success score where students who reached or exceeded the value of the stipulated criteria, namely 65 were sufficient.

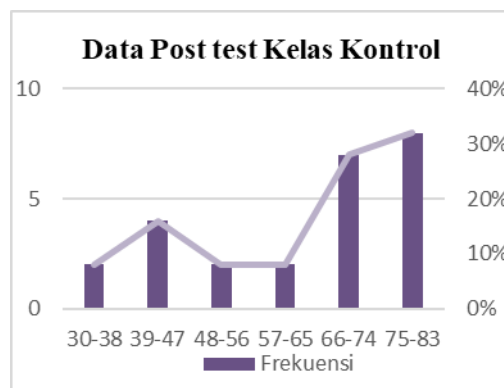
C. Pretest data results of the Control Class



Based on the graph above, it can be seen that there are 5 students in the interval of 10-19 with a percentage of 20%, 7 students in the interval

of 20-29 and 30-39 with a percentage of 28%, 5 students in the interval of 40-49 with a percentage of 20% and 1 student in the interval of 50-59 with a percentage of 4%. So it can be seen that students' creativity is still relatively low and has not been able to reach the specified level of creativity.

D. Hasil data Post test Kelas Kontrol



Based on the graph above, it can be seen that there are 2 students in the interval of 30-38 with a percentage of 8%, 4 students in the interval of 39-47 with a percentage of 16%, 2 students in the interval of 48-56 and 57-65 with a percentage of 8%, 7 students in the interval of 66-74 with a percentage of 18%, and 8 students in the interval of 75-83 with a percentage of 32% and the average score of creativity of the students is 63.40. Based on these results, it was found that the success rate of students from the posttest results had a high success score where students who reached or exceeded the value of the stipulated criteria of 62 were sufficient.

Hypothesis Test I and II

Based on the results of the calculation of hypothesis test I so that the t obtained is $4,890 > 1,710$, then, there is a significant influence of the use of dreambook media on the creativity of grade IV students in the material of various types of professions of SDN 060870 Medan.

Based on the results of the calculation of the hypothesis test II then the results are obtained $t_{hitung} = 3,27$. Then searched t_{tabel} with $(dk) = (n1 + n2) - 2$, $dk (25+25) - 2 = 48$, at a significant level $\alpha = 0,05$ then from the distribution table t obtained the value $t_{48} = 2,01$. Because calculate the table $t_{hitung} > t_{tabel}$ that is $3,27 > 2,01$ Thus, H_a was accepted and H_o was rejected so that it can be concluded that the use of dreambook media is able to increase the creativity of class students IV SDN 060870 Medan.

Data Normality Test

Based on the table above, Liliefors lists at a significant level $\alpha = 0,05$ with $n = 25$ then the value is obtained L_{tabel} as 0,180 This means $L_{hitung} < L_{tabel}$ namely in the experimental class, the pretest score was obtained $0,120 < 0,180$ and the posttest score was obtained $L_{hitung} < L_{tabel}$ that is $0,100 < 0,180$. Then in the control class, the pretest value was obtained $L_{hitung} < L_{tabel}$ yaitu $0,102 < 0,180$ and posttest scores obtained $L_{hitung} < L_{tabel}$ that is $0,169 < 0,180$. So it can be concluded that the population is normally distributed.

Homogeneity Test

Based on the results of the calculation, the value of $F_{hitung} \leq F_{tabel}$ namely in the experimental class, pretest and posttest scores were obtained, namely $1,758 < 2,78$ and in the control class, the pretest and posttest scores were obtained, namely $1,731 < 2,78$. So it can be concluded that the data is homogeneous.

4. DISCUSSION

The hypothesis in the study is rejected if there is no significant influence on the use of dreambook media on students' creativity in the material of various types of professions in grade IV SDN 060870 Medan. Meanwhile, the hypothesis in the study was accepted that there was a significant influence of the use of dreambook media on students' creativity in the material of various types of professions in grade IV SDN 060870 Medan.

After conducting a test test on the research instrument consisting of 25 essay questions, 5 questions were declared invalid and 20 questions were declared *valid* and will be used as a research instrument, as a tool for collecting data on the creativity of IV-B students. This can be proven by the provision of an initial test (pretest) to find out the extent of student creativity in the final test (posttest).

The test aims to find out the creativity of students, where the initial test (pretest) contains questions in the form of essays as many as 20 questions, and at the end of the meeting a final test (posttest) is given as many as 20 questions. After being carried out, the average pretest score for the control class was 29.92 and for the experimental class was 52.96 while the posttest score for the control class was 63.40 and for the experimental class was 75.36.

Based on the results of the normality and homogeneity test of the pretest and posttest of the two classes, namely the control and experimental classes, it was obtained that the samples of the two classes with normal distribution and homogeneous

interpretation were obtained. The calculation of the hypothesis test with the t-test value then the results are obtained $t_{hitung} = 3,27$. Then searched t_{tabel} with $(dk) = (n1 + n2) - 2$, $dk (25+25) - 2 = 48$, at a significant level $\alpha = 0,05$ then from the distribution table t obtained a value $t_{48} = 2,01$. Because calculate the table $t_{hitung} > t_{tabel}$ that is $3,27 > 2,01$ Thus, H_a was accepted and H_0 was rejected so that it can be concluded that the use of dreambook media is able to increase the creativity of grade IV students of SDN 060870 Medan.

5. KESIMPULAN

Based on the results of the research at SDN 060870 Medan, it can be concluded that dreambook media can increase the creativity of fourth grade students of SDN 060870 Medan. Where the sample was taken into two classes, namely IDV-A class with a total of 25 students as a control class and class IV-B with a total of 25 students as an experimental class. This study aims to find out the extent of students' creativity in the material of various types of professions using dreambook media.

The first use of dreambook media for students' creativity is to provide practice solving problems in the form of essay questions as many as 20 questions, then students make dreambook media with HVS paper that has been provided. In this case, students are divided into 6 groups, and each member of the group makes the dreambook media which contains biodata, ideals, inspirational figures, and reasons why students aspire. After finishing, one member of each group came forward to present the results. In this case, it will affect the creativity of students

Based on the results of the hypothesis test I, it was obtained that it was greater than $4,890 > 1,710$, thus it can be concluded that H_0 was rejected and H_a was accepted, this means that the dreambook media can increase students' creativity.

The results of the hypothesis II test obtained were greater than, namely $3.27 > 2.01$ was in the H_0 rejection area. This shows that the creativity of students who are taught using dreambook media is better than those who are not taught using dreambook media.

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