

THE 3rd INTERNATIONAL CONFERENCE ON ELEMENTARY EDUCATION



EVENT BOOK



WHAT IS ELEMENTARY EDUCATION NEED
FOR SUSTAINABLE DEVELOPMENT

ELEMENTARY EDUCATION PROGRAM
SCHOOL OF POSTGRADUATE STUDY
UNIVERSITAS PENDIDIKAN INDONESIA



EVENT BOOK

THE 3RD INTERNATIONAL CONFERENCE ON ELEMENTARY EDUCATION

“WHAT IS ELEMENTARY EDUCATION NEED FOR SUSTAINABLE DEVELOPMENT”

By:

Elementary Education Program
School of Postgraduate Studies
Universitas Pendidikan Indonesia, Bandung, Indonesia

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RUNDOWN WEBINAR

No	Time (UTC+07.00)	Duration	Program	PIC	Location
1.	07.00-07.30	30'	Preparation	All Committee	Pleno Room
2.	07.30-08.00	30'	Screening of Campus Introduction Videos Indonesia University of Education	MC	Pleno Room
3.	08.00-08.10	10'	Opening Ceremony	MC	Pleno Room
	08.10-08.20	10'	Recitation of The Holy Al-Qur'an and Saritilawah	MC	Pleno Room
4.	08.20-08.25	5'	Playing Indonesian Anthem "Indonesia Raya"	MC	Pleno Room
5.	08.25-08.30	5'	Welcoming Remarks of by Head of Organizing Committee Asep Saepudin, S.Pd.	MC	Pleno Room
6.	08.30-08.35	5'	Opening Speech from Head of Study Program Elementary Education Dr. Paed. Wahyu Sopandi, M.A.	MC	Pleno Room
7.	08.35-08.40	5'	Opening Speech from Head of Postgraduate Prof. Dr. Syihabuddin, M.Pd.	MC	Pleno Room
8.	08.40-08.45	5'	Opening Speech from Rector Indonesia University of Education Prof. Dr. M. Solehuddin, M.Pd., MA.	MC	Pleno Room
9.	08.45-09.00	15'	Opening Ceremony	MC	Pleno Room
10.	09.00-09.40	40'	Plenary Session 1 (30' for Presentation and 10' Question for Each Speakers) Keynote Speaker 1: Colleen Megowan-Romanowicz, Ph.D. (Arizona State University)	Moderator	Pleno Room
11.	09.40-10.20	40'	Keynote Speaker 2: Prof. Dato'Dr. Ab. Halim bin Tamuri	Moderator	Pleno Room

			(Kolej Universiti Islam Antarbangsa Selangor)		
12.	10.20-11.00	40'	Keynote Speaker 3: Dr. Hazrul Affendi Mohmad Razali (Kolej Islam Teknologi Antarbangsa (KITAB) Pulang Pinang Malaysia	Moderator	Pleno Room
13.	11.00-11.40	40'	Keynote Speaker 4: Prof. Bayram COSTU (Yildiz Technical University, Turkey)	Moderator	Pleno Room
14.	11.40-11.50	5'	Closing Ceremony - Doa	MC	Pleno Room
15.	11.50-13.00	70'	Break Session	MC	Pleno Room
17.	13.00-13.25	25'	Semi Paralel Session (4 Rooms According to The Choice) Room 1: Prof. Udin Syaefudin Sa'ud, M. Ed. Pd. D. (Universitas Pendidikan Indonesia) Room 2: Prof. Dr. Marsigit, M.A. (Universitas Negeri Yogyakarta) Room 3: Prof. Dr. Ida Zulaeha, M. Hum. (Universitas Negeri Semarang) Room 4: Arif Hidayat, Pd. D. Ed. (Universitas Pendidikan Indonesia)	Moderator	Breakout Rooms (1-4 Room)
20.	13.25-13.30	5'	Questions and Answers Session	Moderator	Breakout Rooms (1-4 Room)
21.	13.30-13.40	10'	Break Session	MC	
22.	13.40-14.40	60'	Paralel Session (8 According to be Determined by the Committes)	Moderator	Breakout Rooms (1-8 Room)

23.	14.40-14.50	10'	Conclusion and Closing by the Moderator in Rooms	Moderator	Breakout Rooms (1-8 Room)
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TIME ZONE

The meeting time will vary according to the time zone

TIME						
Indonesia			Malaysia (UTC+08.00)	Turkey (UTC+03.00)	Japan (UTC+09.00)	Amerika (UTC-05.00)
WIB (UTC+07.00)	WITA (UTC+08.00)	WIT (UTC+09.00)				
07.00-07.30 AM	08.00-08.30 AM	09.00-09.30 AM	08.00-08.30 AM	02.00-02.30 AM	09.00-09.30 AM	07.00-07.30 PM
07.30-08.00 AM	08.30-09.00 AM	09.30-10.00 AM	08.30-09.00 AM	02.30-03.00 AM	09.30-10.00 AM	07.30-08.00 PM
08.00-08.10 AM	09.00-09.10 AM	10.00-10.10 AM	09.00-09.10 AM	03.00-03.10 AM	10.00-10.10 AM	08.00-08.10 PM
08.10-08.20 AM	09.10-09.20 AM	10.10-10.20 AM	09.10-09.20 AM	03.10-03.20 AM	10.10-10.20 AM	08.10-08.20 PM
08.20-08.25 AM	09.20-09.25 AM	10.20-10.25 AM	09.20-09.25 AM	03.20-03.25 AM	10.20-10.25 AM	08.20-08.25 PM
08.25-08.30 AM	09.25-09.30 AM	10.25-10.30 AM	09.25-09.30 AM	03.25-03.30 AM	10.25-10.30 AM	08.25-08.30 PM
08.30-08.35 AM	09.30-09.35 AM	10.30-10.35 AM	09.30-09.35 AM	03.30-03.35 AM	10.30-10.35 AM	08.30-08.35 PM
08.35-08.40 AM	09.35-09.40 AM	10.35-10.40 AM	09.35-09.40 AM	03.35-03.40 AM	10.35-10.40 AM	08.35-08.40 PM
08.40-08.45 AM	09.40-09.45 AM	10.40-10.45 AM	09.40-09.45 AM	03.40-03.45 AM	10.40-10.45 AM	08.40-08.45 PM
08.45-09.00 AM	09.45-10.00 AM	10.45-11.00 AM	09.45-10.00 AM	03.45-04.00 AM	10.45-11.00 AM	08.45-09.00 PM
09.00-09.40 AM	10.00-10.40 AM	11.00-11.40 AM	10.00-10.40 AM	04.00-05.40 AM	11.00-11.40 AM	09.00-09.40 PM
09.40-10.20 AM	10.40-11.20 AM	11.40 AM - 12.20 AM to PM	10.40-11.20 AM	05.40-06.20 AM	11.40 AM - 12.20 AM to PM	09.40-10.20 PM
10.20-11.00 AM	11.20 AM- 12.00 AM to PM	12.20-13.00 PM	11.20 AM- 12.00 AM to PM	06.20-07.00 AM	12.20-13.00 PM	10.20-11.00 PM

11.00-11.40 AM	12.00-12.40 PM	13.00-13.40 PM	12.00-12.40 PM	07.00-07.40 AM	13.00-13.40 PM	11.00-11.40 PM
11.40-11.50 AM	12.40-12.50 PM	13.40-13.50 PM	12.40-12.50 PM	07.40-07.50 AM	13.40-13.50 PM	11.40-11.50 PM
11.50-13.00 AM to PM	12.50-14.00 PM	13.50-15.00 PM	12.50-14.00 PM	07.50-08.00 AM	13.50-15.00 PM	11.50-01.00 PM to AM
13.00-13.25 PM	14.00-14.25 PM	15.00-15.25 PM	14.00-14.25 PM	08.00-08.25 AM	15.00-15.25 PM	01.00-01.25 AM
13.25-13.30 PM	14.25-14.30 PM	15.25-15.30 PM	14.25-14.30 PM	08.25-08.30 AM	15.25-15.30 PM	01.25-01.30 AM
13.30-13.40 PM	14.30-14.40 PM	15.30-15.40 PM	14.30-14.40 PM	08.30-08.40 AM	15.30-15.40 PM	01.30-01.40 AM
13.40-14.40 PM	14.40-15.40 PM	15.40-16.40 PM	14.40-15.40 PM	08.40-09.40 AM	15.40-16.40 PM	01.40-02.40 AM
14.40-14.50 PM	15.40-15.50 PM	16.40-16.50 PM	15.40-15.50 PM	09.40-09.50 AM	16.40-16.50 PM	02.40-02.50 AM

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3	Rahmania Savitri Ahwi, Prana Dwija Iswara, Erva Tursiva	The Learning of Narrative Writing Skills through Experiential Learning Model in Elementary School Students
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5	Fitriah Ahmadiyah Habibah, Isah Cahyani	Mastery of Short Story Writing Skills through Image Series Using Google Forms in Elementary Schools
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7	Shintiya Erni Karyana, Endang Rusyani, Atang Setiawan	Reflective Maternal Method Implementation in Improving Vocabulary Knowledge of Deaf Children in Class 1 Of SLB-B Sumbersari Bandung
8	Fitriana Bunga Fauziah, Andi Suhandi	The Role Of Teachers In Increasing Reading Interest Of Primary Schools Through Literation In The Pandemic Time Covid-19
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10	Ranu Sudarmansyah, Dingding Haerudin, Nunuy Nurjanah	An Analysis of material suitability with Competency in Sundanese textbooks Entitled "Panganteur Basa Sunda pikeun Murid SD/MI Kelas VI"
11	Maya Damai Yanti, Endang Rochyadi, Sunardi	Total Physical Response (TPR) Method to Improve Speaking Ability to Children with Down Syndrome
12	Febrika Lestari, Tatang Herman, Atep Sujana	Using The 5W1H Method in Writing Important Information with Google Forms in Elementary Schools
13	Bagja Dani Magribi, Tatat Hartati, Mubiar Agustin	Action of Language Teachers of Daarut Tauhid Elementary School During the Pandemic Covid-19

14	Temmy Renaldi Setia Bakti, Tatat Hartati, Ulfah SamrotuL Fuadah, Sapikzal Pratama	Students Experience on Reading Story Book About Medicinal Plants: A Survey Study
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3	Nurhasanah, Rahman, Trisna Nugraha	Implementation Outcomes of Literacy Movement trough The Habituation, Development and Learning Stages for Indonesian Elementary School Students
4	Yury Ulandary, Endang Rochyadi	Improving the Early Reading Ability of Children with Down Syndrome Through Contextualized SAS Method
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9	Suciati Nur Apriyanti, Rahman	Gadget-Based Digital Literacy in Learning Writing Skills for Elementary School Students
10	Anisa Nurul Awaliyah, Tatat Hartati, Erva Tursiva	Digital Literation in Increasing Reading Interest and Overcoming Hoax News from Social Media in Basic School Students
11	Nuryanti, Prana Dwija Iswara	Home Literacy Environment: The Solution to Improve Early Reading Skills of Students in Primary School During Covid-19
12	Andri Nasikin, Ahmad Juntika Nurihsan, and Babang Robandi	Pedagogical Values Development at Boarding School (A Case Study at SMP Islam Cendekia Cianjur-Boarding School)
13	Adad Mulyadi	Tolerance Value in Kampung Pulo, Garut District (Ethnopedagogical Study)
14	Ade Yulianto, and Aan Yuliyanto	Disclosure of Student Ability in Working on HOTS Questions through Rasch Modeling

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2	Dindin Abdul Muiz Lidinillah, Ghullam Hamdu, Mitta Dwi Oktaviani	STEM-Based Instructional Design to Develop 4C's Skills of Elementary School Students
3	Rifqi Abdul Basit, Enok Maryani	Critical Thinking Skills Toward Ecological Problems Of Climate Change In Basic Schools Through The Application Of Radec Learning Models
4	Nurul Huda Fitriani Dewi, Budi Susetyo, Endang Rochyadi,	Use of Alternative Communication Systems I-Talk to Improve Cerebral Palsy Communication Skills
5	Tri Indianti Pratiwi, Vismaia Damaianti	The Role of Media Literation in Growing Students' Creativity for Reclame Making (Qualitative Research on Grade VI Elementary School Students)
6	Mia Zultrianti Sari, Eli Hermawati	Synectic-Based Personal Analogy Learning to Improve Basic School Students 'Creative Thinking Ability
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8	Lala Fira Dwi Apriliyanti, Indah Dwi Lestari, Magfiroh Izza Maulani	The Development of Exploding Box Learning Media in Sex Education for Elementary School Students
9	Syska Purnama Sari, Endang Surtiyoni, and Miftha Indasari	The Implementation of Solution Focused Brief Group Counseling Using Puppet Media to Reduce the Aggresiveness Of Elementary Students
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12	Taufik Ridwan, Endang Hidayat, Rizki Hikmawan, Rian Andrian, Aldi Yasin	Research on the Development of Edu Games as Learning Media for Geometry and Arithmetic in Elementary School Children
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14	Dzuha Hening Yanuarsari, Mukaromah, and Khamadi	Educational Games for Handling Trauma Healing in Post-Corona Virus Pandemic for Grade 2 Elementary Schools: Thematic 2 (Playing in My Neighborhood)

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5	Rian Sri Nugroho, Sofyan Sauri, Pupun Nuryani	Android-Based Digital Media Analysis as a Futuristic Pedagogic Implementation in Improving Early Childhood Self-Image
6	Hartono, Atep Sujana, Wahyu Sopandi	Analysis Of The Conceptual Understanding Of Elementary School Students On The Concept Of Fractions Through Distance Teaching Materials Using Whatsapp Group
7	Hanun Zata Amanisa, Bunyamin Maftuh	A Literature Review: Flipped Classroom Model to Developing Students' Higher Order Thinking Skills
8	Rani Kusuma Ningtyas, Ernawulan Syaodih	The Utilization Of Quizizz Learning Media For Learning Basic Education
9	Novalda Pertiwi, Udin Saefuddin Saud, and Yoesrina Novia Vini Safitri	Utilization of the Whatsapp-Based Internet for Elementary School Students during the Covid-19 Pandemic
10	Rintis Rizkia Pangestika, Galih Yansaputra, Setyanto	The Effectiveness of Using Interactive Multimedia with Local Purworejo Culture on Learning Outcomes of Class V Elementary School Students
11	Shelly Andari, Nunuk Hariyati, Mudjito	Way of Improving Learning Effectiveness on Educational Supervision Course in Covid-19 Pandemic: Development Of E-Learning-Based Teaching Materials
12	Yeni Hadiani, Bachrudin Musthafa, Ulfah S Fuadah	Learning from Home Activity Using Google Form Application toward Online Learning Asessment in Elementary School.
13	Yundara Ulfa Priatna, and Rahman	Analysis of Online Based Learning on Teacher Professionalism in Elementary School during the COVID-19 Pandemic
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3	Nur Rokhman	English Learning Application of Vocabulary Fruit and Vegetables for Class 2 Semester 1 Student Based on Augmented Reality
4	Uswatun Hasanah, Zulela M.S.	Seesaw Based Digital Learning to Increase Higher Order Thinking Skills of Basic School Students in The Pandemic Period
5	Siti Rodiah, Wahyu Sopandi	The Effect of Online Learning on Learning Interest and Digital Literacy of Students in terms of Gender
6	Desy Merisa, Atep Sujana, and Wahyu Sopandi	Analysis Of Students 'Understanding Of Adapted Topic Using The Whatsap Group, Learning Video And Assisted Module
7	Muhamad Saleh, Kokom Komalasari, Sapriya, Iim Siti Masyitoh	Civic Education Learning In The 21st Century Skills-Based Digital Era
8	Hoerunnisa Azzaqiah, Endang Rochyadi, Cece Rakhmat	Learning Of Dancing Creation For Deaf Student In SLB B Sukapura Bandung
9	Hayani Wulandari, Idat Muqodas, Gia Nikawanti, Dhea Ardiyanti	Multiple Intelligence of Early Childhood in Creative Dance
10	Ulfah S Fuadah, Udin Syaefudin Sa'ud, Yeni Hadiani, Trisna Nugraha	Study of Decimal in elementary mathematics textbooks from the Ministry of Education and Culture of the Republic of Indonesia
11	Palupi Mutiasih, Prana Iswara, Trisna Nugraha	The Development of Picture Book Based on Character Building to Improve Literacy Culture In 2nd Grade Elementary School
12	Geterudis Kerans, Khristoforus Palli Ngongo	Development of Integrated Science Learning through Lesson Studies Using A Problem-Based Learning Model
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14	Riri Marfilinda, Sry Apfani, Elva Zuleni	Development of Student Worksheets Based on Inquiry to Improve Critical Thinking Skills In Science Learning Of Elementary School Students

How Effective is Mathematical Self-Efficacy Influencing Interpersonal Intelligence of Elementary School Students

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Abstract: The benefits of mathematical self-efficacy as a driver of students in facing their challenges in learning mathematics, and students' interpersonal intelligence as the ability of students to interact with people around them in learning. This research was inspired to provide an understanding of the relationship between mathematical self-efficacy and students' interpersonal intelligence. The research applied the correlational method. Participants as a sample in the study were 27 first-grade elementary school students in Purwakarta. Instruments in measuring mathematical self-efficacy used questionnaires and interpersonal intelligence was measured by observation. The findings of this research inform us that there is no significant relationship between students' mathematical self-efficacy and the interpersonal intelligence of elementary school students. Furthermore, mathematical self-efficacy had a very limited influence on students' interpersonal intelligence. Thus, an increase or decrease in mathematical self-efficacy cannot be guaranteed to also occur in the interpersonal intelligence of elementary school students.

Keywords: Mathematical Self-Efficacy, Interpersonal Intelligence, Correlation, Elementary School.

Effect of Using the Make A Match Learning Model on Students' Critical Mathematical Thinking Skills

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Abstract: This research aims to determine the effect of the use of making a match learning model on students' critical mathematical thinking abilities. This study used a *quasi-experimental method non-equivalent pretest-posttest control design* with a population of grade V students in SD Plus Al Aitaam selected two classes consisting of experimental classes with a total of 24 students and control classes with a total of 24 students. The research began with the giving of tests in the form of a pretest, then given treatment, and ended with a posttest. The results study shows that students' mathematical critical thinking skills using the Make a match type cooperative is better than those studied using conventional models. This is evidenced by the average posttest score obtained by the experiment class = 85.96 while the control class = 79.92. That way the average experiment class is higher than the control class. Supported with t-test results showing $t_{count} = 5.54$ and $t_{table} = 2.06$ Because the value $t_{count} > t_{table}$ is then t_{table} accepted. H_a So, there is a difference in mathematical thinking skills between students who learn using a cooperative learning model of type *make a match* with students who get learning using conventional models.

Keywords: *Make a match*, Critical thinking, fractional numbers

The Effectivity of Online Learning in Exploring Mathematical Ability of Elementary School Students assisted the Whatsapp Group Application

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Abstract: Mathematical exploration ability is very needed for student. This research focuses to looking for the effectivity of online learning activities in mathematics exploration ability of student in several Indonesia elementary school during the pandemic of covid-19 with the assistance of whatsapp group applications. Whatsapp group is used for connecting learning activities between teacher and student guardians or parents, between teacher and students, among students and among student guardians or parents during the covid-19 pandemic. This research uses non probability sampling method type purposive sampling. The technique of data collection using questionnaire with the assistance of google form applications. There are 119 respondents who contains 80 female student guardian and 39 male student guardians. Based of collection data which have been done 86,5% respondents answer that learning with assistance of whatsapp group runs effectivily for exploring mathematical ability. This research using R&D method. 92,25% respondents answer that teacher always helping online learning by whatsapp group during the covid-19 pandemic. Using Whatsapp group will continue to be used until the better application is found.

Keywords: Mathematical Exploration Ability, Online Leaning, Elementary School Student.

The Role of Problem-Based Learning Using Google Meets in Fraction Materials To Understanding Basic School Mathematics

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Abstract: This research is motivated by the low ability of understanding mathematical problems to fraction material in elementary schools. The purpose of this study was to determine whether there is a difference in the ability of students to understand mathematical problems between the class using the Problem Based Learning learning model and the class using conventional methods. The research method used was a quasi-experimental with a pretest-posttest control group design. The population of the study was class IV in one of the SD Jatisari with a sample of class IVA and IVC class students. The sample technique used is purposive sampling. The instrument used was a test of the ability to understand the problem given before and after the treatment. The data analysis used is descriptive statistics and inferential statistics. Based on the results of the research, the experimental class value is classified as moderate, consisting of the N-gain score and the N-gain average and the average value of the control class is classified as low. And the results of the t test with a confidence level of 95% indicate a difference in the ability of students to understand mathematical problems between the experimental class using the Problem Based Learning learning model and the control class using conventional learning methods. It takes an understanding of mathematical concepts to be able to solve problem solving skills.

Keywords: Mathematical Problem Understanding Ability, Problem Based Learning (PBL) Learning Model, Conventional Learning Method.

Statistical Data Board on Mathematical Problem-Solving

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Abstract: The ability of mathematical problem-solving is a required ability for students in solving mathematical problems, other academic problems, or even daily life. This research is motivated by a lack of primary school students' problem-solving ability. The research was conducted to investigate the influence of statistical data board learning media on the mathematical problem-solving ability on data processing material for fourth-grade students in primary school. This research employed a quantitative approach by involving 73 fourth-grade students in one of the primary schools in Sumedang Regency as the research subjects and analyzing the data using t-test. The research results revealed that the significance value obtained by the students was < 0.05 . Therefore, it indicated that statistical data board learning media had an influence on mathematical problem-solving on data processing material.

Keywords: Learning Media, Statistical Data Board, Mathematical Problem-Solving, Primary School.

The Effect of Project Based Learning with Realistic Mathematics Approach on Students Self-regulated learning

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Abstract: This study aims to find out how the effect of the project-based learning model with realistic mathematics education approach on students self-regulated learning independence. This research was a quasi-experimental study with a non-equivalent control group design. The population of this study were all fifth-grade students of public elementary school in the Sumedang Utara district, Sumedang Regency. The sample in this study were the fifth-grade students from two public elementary school in the Sumedang Utara district, Sumedang Regency. Fifth-grade students from one public elementary school were designated as the experimental group, whereas fifth-grade students from another public elementary school were designated as the control group. The instruments in this study were a self-regulated learning scale using a Likert scale, observation guidelines, student daily journals and field notes. The results of this study indicate that with a significance level of $= 0.05$ (5%) the project-based learning model with the Realistic Mathematics Education approach can improve students self-regulated learning

Keywords: Project-Based Learning, Realistic Mathematics Education, Self-Regulated Learning.

Exploring the Perspective of Indonesian In-service Elementary Teachers toward Pedagogical Content Knowledge (PCK) on Teaching Mathematics

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Abstract: Mathematical proficiency as a goal of learning mathematics and other skills developed by teachers in schools through a didactic and pedagogical activity. The quality of teaching mathematics in elementary education is largely determined by the teacher's perspective on Pedagogical Content Knowledge (PCK) in mathematics learning itself. This study aims to see the perspectives of elementary school teachers who experienced in teaching mathematics regarding several things that are needed in learning mathematics in elementary schools. The study used a survey method which was conducted on elementary school teachers who have experience in teaching mathematics with various educational backgrounds and different schools (n = 65) through random sampling. The study is focused on investigating the pedagogical perspective, the perspective of mathematics learning objectives, and the perspective of mathematics content taught in elementary schools. These perspectives are arranged in a research instrument in the form of a questionnaire containing multiple answer questions and open-ended answers. Data collection was carried out with the help of google forms. The data analysis used is quantitative and qualitative approaches. The results showed that various innovative learning models were known by the teacher, although not all teachers were sure that they had implemented the learning model according to the syntax of the learning model. In addition, teachers are still optimistic that innovative learning models have flexibility, so that they can be applied in pandemic conditions.

Keywords: Pedagogical Content Knowledge (PCK). Mathematics, Teacher Perspective, Elementary School.

Problematic Elementary School Teachers on The Process of Learning Mathematics Online during covid-19 Pandemic

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Abstract: The problem that arises in teaching mathematics in the time of the covid-19 pandemic needs to be a concern. Learning is not only the responsibility of the teacher, the role of parents very important in helping students do online learning. This research was conducted to look at the obstacles faced by elementary school teachers while doing online math learning during the COVID-19 Pandemic. Furthermore, this study reveals what factors can be inhibited or support the process of learning mathematics during the COVID-19 pandemic. The method used in this study is qualitative descriptive by providing questionnaires and conducting interviews. The subject of this study was an elementary school teacher in dukupuntang sub-district of Cirebon regency. The results of this study show that in general elementary school teachers are not ready to do digital learning. Another obstacle that hinders the learning process is the lack of understanding of teachers and students regarding the use of distance learning applications. So, the government support that has helped ease the burden of internet quotas by subsidizing free quotas to teachers, students and the availability of wifi in some areas does not seem to be able to maximize used to for online learning.

Keywords: Online Learning, Inhibiting Factors, Supporting Factors, Primary School Mathematics, the COVID-19 Pandemic (5 words).

Concrete Pictorial Abstract Approach to The Improvement Of Elementary School Students' Spatial Sense

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Abstract: The research purpose for now, Increase Spatial Sense (SS) Elementary School Students through Concrete Pictorial Abstract (CPA) approach reviewed Prior Mathematical Ability (PMA). Method research by quasi-experimental in design control pre-test and post-test. The topic is geometry, 119 students for five-grade in two elementary school state in Karawang. Sampling technique by purposive sampling. Instrument with test for measure SS and PAM and then non-test for observation student. A Descriptive increase SS student on the approach CPA better than conventional learning get to know n-again high, medium and low PMA, In a row as 0,514; 0,380 and 0,316 (medium). Even though conventional group n-gain high PMA of 0,361 (medium), medium and low PMA consecutive 0,135 and 0,065 (low). Based on inferential in escalation SS in a group medium and low PMA have a p-value 0,000 and 0,001<0,05, Till the improvement of SS through CPA is very good. And the next for approach SS in a group high PMA have p-value 0,102>0,05, the meaning is not different significant. Thus, CPA to be alternative in improve SS student in high, medium and low PMA in high grade students.

Keyword: Keyword: Spatial Sense, Prior Mathematical Ability, Concrete Pictorial Abstract

Ethnomatematics study: mathematical ideas in Malay weaving motifs in Pekanbaru City as a basis for developing contextual learning

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Abstract: Ethnomatematics is present as contextual learning that presents mathematical aspects of culture. Culture and mathematics are integrated into aspects of people's lives everywhere, including the Riau Malay ethnic community. One of the traditional arts of the Riau Malay community is songket weaving. Each region has its characteristic motifs. This study aims to explore the mathematical aspects contained in the Riau Malay songket woven motifs in the city of Pekanbaru. The data collection technique used ethnographic principles, namely: (1) interviews; (2) participant observation; (3) documentation; and (4) field notes. The subject of this research is the social situation of the Riau community in Pekanbaru City where there is a place, focusing on the production activities of the Malay Riau songket weaving motif. The findings of this study are that weaving activities have a mathematical aspect, namely the concept of flat plane geometry. This research is expected to contribute to the development of learning that uses local cultural ideas for mathematics learning in schools, especially schools in Riau.

Keywords: contextual learning, ethnomatematics, Malay songket weaving

The Effect of Application Of The Auditory Intellectually Repetition (AIR) Cooperative Learning Model To Improve The Understanding Of Mathematic Concepts

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Abstract: The problem in this research is that understanding of concepts in mathematics is still low. The objectives of this study were 1) to describe the differences in understanding of mathematical concepts in the experimental class that received the AIR learning model and the control class who did not get the AIR learning model, 2) to describe the differences in the increase in students' conceptual understanding between the experimental class that received the AIR learning model and the class controls that do not get the AIR learning model. This method uses the Quasi-Experimental method, while the research design uses the Nonequivalent Control Group Design. The dependent variable in this study is the understanding of the concept and the independent variable is the application of the AIR learning model. The subjects of this study were 25 students of class V A and 25 students of class V B, which amounted to 25 students at SD Negeri 1 Ciporang. The instrument used in this study was a essay test. The results showed that there were differences in the results after students were given conceptual understanding treatment using the AIR learning model. This is indicated by $t_{value} > t_{table}$. In addition, the difference in increasing understanding of the concept can be shown by the results of the t-gain test, the results of $t_{value} > t_{table}$. So that there are differences in the increase (gain) in understanding the concept of learning using the AIR learning model with those that do not use the AIR learning model.

Keywords: AIR Learning Model, Understanding Mathematical Concepts.

Enhancement Students' Mathematical Connection Ability and Self-Efficacy through Problem Based Learning

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Abstract: This research is motivated by the importance of mathematical connection skills and students' *Self-Efficacy* in learning mathematics. This study aims to examine the literature on mathematical connections and student *Self-Efficacy* through problem-based learning. Through a mathematical connection between material and other material, it is hoped that students can reach several aspects of problem-solving. *Self-Efficacy* is one of several character values that are cultivated in learning. To deal with a problem requires an attitude of confidence in one's own abilities known *Self-Efficacy*. This attitude can affect student motivation and performance in mathematics learning. Thus, mathematical connection ability and *Self-Efficacy* have an important role in mathematics learning. Data collection was carried out by reviewing research from experts in several journals. The data analysis technique was carried out qualitatively by quoting the appropriate opinions.

Keywords: Problem Based Learning, Mathematical Connection, *Self-Efficacy*.

Implementation of Character Education Based on Anti-Corruption Values Through Extracurricular and Habituation in Elementary School

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Abstract: The era of globalization that is increasingly developing seems to have eroded the morale of the nation's children. Moral degradation which becomes a scourge from year to year is the occurrence of corruption. Character education based on anti-corruption values needs to be implemented from an early age starting from the elementary school level. This study aims to analyze the implementation of character education based on anti-corruption values through extracurricular activities and habituation. The research is based on the literature study process. The type of research used is descriptive qualitative analysis, where it emphasizes the ability to analyze and examine the literature sources that have been obtained. The results of this study indicate that the implementation of anti-corruption values through extracurricular learning is carried out by instilling the values of honesty, independence, discipline, responsibility, courage, care, and justice can be realized through activities such as scouting. Providing strengthening of faith or increasing the religious side can be realized through memorizing short letters in juz 'amma, as well as praying dhuha. Meanwhile, the implementation of anti-corruption values through habituation can be realized through the application of an honest canteen, pocketbooks, caring for the environment, social care, and accustoming students to not cheating.

Keywords: Anti-Corruption, Character Education, Extracurricular, Habituation

The Children Learning in Science (CLIS) Model on Critical Thinking Skills

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Abstract: This research is motivated by a lack of primary school students' critical thinking skills. This research was conducted to recognize the influence of the CLIS learning model on the students' critical thinking skills on natural science subject on the material of phase transition in fourth-grade. This research employed a quantitative approach with a quasi-experiment, namely nonequivalent group pretest-posttest control group design. The sources of data in this research were 40 fourth-grade students in one of the primary schools in Sumedang Regency, which divided into 20 students in the experimental class and 20 students in the control class. The research results revealed that CLIS learning model had influence on the students' critical thinking ability.

Keywords: Learning Model, CLIS, Critical Thinking, Primary School

The Effect of Poe Learning Strategy Assited By Edmodo On Ecoliteration In Elementary School

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Abstract: This study aims to examine the effect of learning predict observe and explain (POE) during the Covid-19 assisted by Edmodo on the environmental literacy of grade VI elementary school students. The research method used was a quasi-experimental non-equivalent control group design with a control and experimental group design. The subjects studied were sixth grade students at a school in Bandung, which were divided into two into the experimental group (28 students) and the control group (28 students). The experimental group received Edmodo-assisted POE while the control group received Direct Intruction (DI). Ecoliteracy is measured by multiple choice questions (PG). Environmental care attitudes were compiled with an attitude questionnaire. Analysis used SPSS for window version 22 and exel. The results showed that there were differences in ecoliteracy skills between the experimental class and the control class with the mean pairen differences between the pre-test and post-test for the experimental class was 22, the significance value (2-tailed) was 0,000 and the t-test result was 0.482. In addition to differences in post-test results, Edmodo-assisted POE learning has a positive effect on environmental literacy which is shown by N-gain 72, 37% is in the high category with moderate effectiveness with a minimum N-Gain score of 50% and a maximum N-gain of 100% and medium criteria for the attitudes and environmental sensitivity domains with an average Likert scale of 34%.

Keywords: POE, Ecoliteracy, Environmental literacy, Edmodo.

The Implementation of Edmodo-Based Digital Education Application for Elementary School Students' Learning Interests During The Covid-19 Pandemic

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Abstract: Covid-19 has had a massive impact on the educational realm. This article aims to observe students' digitally learning interests based on Edmodo. This research is based on saturated students doing learning online due to the Covid-19 pandemic, marked by parental complaints, decreased participation and activeness of students in WhatsApp-based online forum activities. The research was conducted online involving 10 students of SD Negeri Sekarwangi based on the assumption that students' interests are heavily influenced by many factors, including the use of media and the selection of learning strategies. Data collection is done through online interviews. Interviews are conducted via private chat, voice calls and video calls. The research method used is descriptive method. The results concluded that 7 out of 10 students felt Edmodo could cope with saturation in distance learning during the Covid-19 pandemic. 7 kids love to use Edmodo because the features are more interesting and can grow enthusiastic. For the other 3 students, not interested in using Edmodo because he felt that access was more difficult and complicated.

Keywords: Covid-19 Pandemic, Edmodo, Student Learning Interests, Learn from Home.

The Effect of Scientific Approach on Elementary School Students' Learning Outcomes in Science Learning

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Abstract: This research motivated is the low science learning results of elementary school students as a need for a learning approach that can improve the learning outcomes of elementary school students. The purpose of this research is to determine the influence of scientific approaches on students' learning outcomes in science learning in elementary schools. This research is an experimental study. Research instruments used study test results. The results of the study with the calculation of t-test obtained the value t-count = 2,179 while t-table = 1,680 where t-count > t-table then H0 is rejected and H1 is accepted. These results confirm that there is an influence of scientific approaches on students' learning outcomes in science learning. This research implies that can be used as a reference for teachers in improving the science learning outcomes of elementary school.

Keywords: scientific approach, learning outcomes, elementary school, science

Simple Science Experiment Learning Design to Improve Children's Critical Thinking Ability

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Abstract: This study aims to develop a science learning design using experimental methods in improving children's critical thinking skills. The critical thinking indicator applied in this research is the child's ability to express questions and statements based on their analysis of the experimental activities carried out. The research subjects were group B in two different kindergartens using the Design Based Research (DBR) method through 4 stages, namely 1) problem identification and analysis, 2) developing a prototype solution based on theory 3) conducting an iterative process to test and improve 4) reflecting on produce design principles. The conclusions and results of this study are the design of science learning through experimental methods in the form of a structure that includes science themes, competency formulations and developmental achievement indicators, descriptions of science material for teachers, scenarios and learning evaluations.

Keywords: Learning Design, Science, Experiment Methode, DBR

The Elementary Students' Skills in Predicting and Understanding Concept Using Predict-Observe-Explain (POE) Strategy In Zoom-Meeting Learning

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Abstract: As an impact of the Covid-19 pandemic, learning is now carried out online. The purpose of this study was to describe the effectiveness of the Predict-observe-explain (POE) strategy in improving elementary students' skills in predicting and understanding the science concept assisted by zoom meeting. This study used a pre-experimental method with a one-group interpretation-posttest design. The subjects of this study consisted of 20 students of grade V (five) odd semester of a private elementary school in city of Bandung. Research instrument in the form of pretest, posttest, and predicting skills were given to students using a two-level diagnostic test. Data collection is done using google form. The results showed that the predict-observe-explain (POE) strategy, through demonstration video assisted by zoom meeting could help students improve their predicting skills and conceptual understanding.

Keywords: Predicting skills, POE learning, concept understanding, two-level diagnostics.

The Development of eLEMA-SCL Protozoa for Invertebrate Zoology Courses

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Abstract: The development of electronic learning materials is very necessary in the midst of the COVID-19 pandemic which requires lecture activities to be carried out online. This was carried out to support physical distancing in an effort to break the chain of transmission of COVID-19. Currently, there are not many electronic learning materials available that lead to student centered learning (SCL) and can be implemented in the midst of the COVID-19 pandemic. The purpose of this research is to develop an eLEMA (Electronic Learning Material) application, an Android-based electronic learning material with content or material that can be accessed online and offline, and with features that make it easier for users to operate. This research is a research development (Research and Development; R & D) to develop Android-based ELEMA-SCL PROTOZOA (Electronic Learning Material-Student Centered Learning) for Zoology courses. This development model consists of 3 phases of approach, namely: (1) Phase 1: Needs Assessment; (2) Phase 2: Design; and (3) Phase 3: Develop / Implement. The product developed in the form of an Android-based eLEMA application made using the MIT App Inventor is feasible to implement. The implementation results show: (1) the effectiveness of online and offline lectures with a gain value of 0.52 in the Medium category; (2) student response to the implementation of eLEMA is positive. Thus, the eLEMA application can be used for online and offline lectures during the COVID-19 pandemic.

Keywords: Electronic Learning Materials, Android, COVID-19, Distance Learning

Visual Multimedia Supported Scientific Explanation Text to Improve Elementary School Students' Understanding of The Science Concepts

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Abstract: Low understanding of concepts is one of the classic problems faced in learning science content in elementary schools. This study was conducted to test the use of visual multimedia supported scientific explanation text (VMS-SEText) in learning science content to obtain depiction about its effectiveness in improving elementary students' conceptual understanding of the direct current circuits. Scientific Explanation text is written in computer format and the visual multimedia used in the text include: phenomenon videos, virtual animation, and dynamic analogies. The method used in this study was pre-experiment with a one group pretest-posttest design. The research subjects were 80 students from several elementary schools in West Java Province. The data collection instrument used in this research was two type of conceptual understanding test related to the concept of direct current circuits, namely V-Type and F-Type test. The results showed that the use of VMS-SEText could facilitate around 65% of elementary school students to achieve an understanding of the concept of electrical circuits at the sound understanding level. These results indicate that the use of visual multimedia supported scientific explanation text has a moderate effectiveness in improving elementary students' conceptual understanding of direct current circuits.

Keywords: Visual multimedia, Conceptual Understanding, Elementary School Students, Science Concept, Direct Current Circuits.

The Influence of Inquiry Learning on The Environment Care Character of Elementary School Students

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Abstract: The results of observations that have been in grade 5 on science subjects are the lack of use of models and media in science learning activities by teachers, lack of student participation or activeness in the science learning process, lack of inculcation of character values in science learning. This study aims to determine the process of learning inquiry on the environment care character of grade 5 students in the science concept, and to determine whether there is an effect of inquiry learning on student environmental care character. The subjects of this study were students in grades 5A and 5B. This research uses experimental research methods. Based on the results of research in the learning process regarding the use of inquiry learning in science subjects, it is known that inquiry learning can affect the emergence of student the environment care character which can be seen from the post-test results of the experimental class with an average value of 75,38 which is superior to the control class average value is 45,38. From the observations of the experimental class after the application of the inquiry learning obtained an average of 84,46 which is superior to the control class with an average of 72,46. The results of these studies are based on the application of the inquiry learning. With inquiry learning, students can more easily understand the material provided, are more active in the learning process and can develop a caring character for the environment.

Keywords: Inquiry Learning, The Environment Care Character, The Influence, Student Elementary School

Physical Education Thematic Games

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Abstract: The implementation of the 2013 curriculum gives several changes in learning, one of which was the use of thematic for learning activity in elementary school. Thematic learning is a learning that links or combines some subjects that help students understanding the concept completely and meaningfully. This study aims to develop games thematic of physical education with the theme "Diriku" for elementary students grade 1. R&D method was used as the method of the study. Besides, the design developed by Borg and Gall was applied as the design. Moreover, this study only focused on Borg and Gall design until the stage of development of preliminary form of product which was validated by 3 experts, namely content/material expert, design expert and field practitioners. This study resulted 8 games thematic of physical education that were spread into 4 sub-themes. The result of the validation test showed that the average percentage of product worthiness was 92.3% in the very good category. It can be concluded that the prototype games thematic of physical education with the theme "Diriku" is appropriate to be implemented.

Keywords: physical education, thematic learning, games.

Analysis on The Students' Comprehension of The Material Of The Human And Animal's Musculoskeletal System Using YouTube Video And Zoom Cloud Meetings Application

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Abstract: Human and animal's musculoskeletal system is part of science that is included in the curriculum of the 5th Grade of Elementary School. This lesson requires a visual approach, either posters or a 3D anatomy kit, to describe the anatomy of the human and animal's musculoskeletal system such as bones of skeleton, muscles, and joints. COVID-19 pandemic has affected countries all over the world including Indonesia. Thus, since the beginning of 2020, this pandemic has shifted the student's learning method from the face-to-face meeting into the distance learning method by using supporting applications such as *Whatsapp*, *Google Classroom*, *Zoom Cloud Meetings*, and *YouTube*. Participated by 36 students of SD Bianglala consisting of two groups (5A and 5B), this research was using a qualitative descriptive method. The instrument was using an essay test of 10 questions; each question represented a material comprehension indicator. The data processing technique was determining indicators of comprehension, scoring each question, categorizing the level of comprehension based on the indicators of each question, as well as analysis, and conclusions. The study results showed that the students' comprehension of the materials, including the most important part of the musculoskeletal system which allows motion, steps on how to keep the bones healthy, diseases that affect organs or organ abnormalities, animal's mobility organs, as well as their joints and muscle functions, was suggestively very well. It's showed in numbers 1, 4, 5, 6, 7, 9, and 10. While their comprehension of the function of human bones, parts of the bones based on their category, their names as well as their types, the motion directions, and the example of joints within the human's musculoskeletal system was rather well. It's showed in numbers 2, 3, and 8.

Keywords: Distance Learning, Comprehension, Human and Animal's Musculoskeletal System, Youtube, Zoom

Analysis of Concept Understanding Using Online Learning Based on Whatsapp Group

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Abstract: Understanding the concept is a very important aspect of learning science. However, elementary students' understanding of science concepts is still low. This study aims to analyze the problems of understanding the science concept of fifth grade elementary school students regarding human motion systems using online learning based on whatsapp groups through video media and teaching materials. This study used descriptive qualitative method. The research subjects were 25 students of grade V SD for the 2020/2021 academic year. The research instrument used is a matter of understanding the concept of human organ systems. The results showed that the achievement of students' concept understanding with high categories amounted to 48%, 44% medium category, and 8% low category. The overall average score points to 77.09. Thus, it can be concluded that the results of the analysis of the understanding of the science concept of fifth grade elementary school students regarding the motion system achieved good results using online learning based on whatsapp groups through video media and teaching materials.

Keywords: Concept Understanding, Online Learning, Teaching Materials, Video, Whatsapp Group.

The Development Science of Physics Question Bank High Order Thinking Skill (HOTS) to Olympiad of Science in Elementary School

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Abstract: The learning science at Junior High School can be supported by experience of learning. The research of purpose was to development Science of Physics Question Bank High Order Thinking Skill (HOTS) to Olympiad of Science in Elementary School with valid, practical, and effective criteria. The type of research was Reeves model which consists of four phases: analysis problem, design and development phases, iterative cycles of testing and refinement and the implementation phases. The Population of research the students Olympiad team in Rambah of district. Data of this research were obtained through questionnaires, validation sheet, practicalities, and achievement test. The data analysis that used was descriptive analysis. An important information which obtained for analysis problem was to develop the Science Physics Question Bank High Order Thinking Skill (HOTS) to Olympiad of Science in Elementary School. The validity of the develop question bank was determined by expert review which involved four validators. Whereas, practicality of that question bank was determined by one-to-one, small group, and field test evaluation. Effectivity analysis showed that the category of question bank was very effective to improve high and critical thinking skill (HOTS) of knowledge. It is concluded that the science of physics question bank High Order Thinking Skill (HOTS) to olympiad of science in Elementary School was already fulfilled the criteria of valid, practical, and effective.

Keywords: Question Bank, Reeves Model, High Order Thinking Skill, Elementary School, Olympiad of Science.

Science Assessment Oriented to Next Generation Science Standards (NGSS) Students of North Coastal Junior High School Java Island

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Abstract: In the 21st century, we need a generation who is able to read and face the challenges of the times. The research aims to produce quality science instruments oriented to the Next Generation Science Standards (NGSS), to produce findings and mastery patterns of science with NGSS standards of junior high school students in north coastal areas of Java Island. The research method is quantitative ex post facto and subjects were 228 students determined by purposive sampling. The students were come from Pati District, Tegal City, Demak Regency, and Pekalongan City. The results showed a significant difference between the achievement of students in Pati and Demak districts ($p = 0.012$; $\alpha = 0.05$). Based on the ANOVA test, there was a significant difference between the four groups of students' achievements in mastery of science oriented NGSS with $F = 3.37$, $p = 0.019$, $df = 3$ and $\alpha = 0.05$. It can be concluded that the achievement among students who came from four different regions were quite significant. Those with middle and high economic backgrounds tend to have fairly low achievement but areas with a fairly low economic level have an impact on the quality of schools.

Keywords: science assessment, NGSS, north coastal of Java Island, junior high school

Design Of Ecopedagogic Models In Preserving Local Wisdom Values

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Abstract: The entry and development of Science and Technology today has exploded the industrial revolution movement which tends to lead to a pattern of needs that depend on industry, import, packaging and long-distance transportation. This trend cannot be denied that it can lead to various new problems that lead to environmental destruction and loss of the value of a community's local wisdom. This includes the areas around us which are potential industrial zones in Indonesia, which are vital objects for local and global investors in the establishment of large companies in various sectors. This can be seen from the high and still alarming level of natural damage, and is very detrimental to the people and ecosystems that live in it, people who stick to preserving Local Wisdom Values are increasingly disappearing, while nature is very important in providing benefits to the surrounding community. This is exacerbated by the tendency of our society to interpret education as a mere trajectory of the future, meaning that it is oriented towards fulfilling jobs in factories. Based on these problems, it is necessary to have a strategic effort to design a new paradigm in order to realize an educational model that emphasizes the value of cultural wisdom or is based on Local Wisdom Values, as well as efforts to build critical attitudes, awareness and local intelligence in understanding various life phenomena that are detrimental to the environment through design build an Ecopedagogic Models in order to create future expectations of society for the environment.

Keywords: Ecopedagogic, Local Wisdom Values

Similarities Life Concept Between Life Course Theory & Migration (Merantau) Culture of Minangkabau Ethnic

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Abstract: Introduction. The cultures of various ethnic groups in Indonesia have local wisdom that has the potential to be used in the field of education. The science of education is developed through philosophical studies that create various educational theories. The purpose of this research is to see the similarities between the concept of cultural life of *Minangkabau* ethnic migrants (called *merantau*) with the concept of life in the life course theory. Method of the study uses a qualitative method with a realist ethnographic approach. Migration (*Merantau*) is an activity of moving from a village of birth to a rantau area that illustrates the concept of life for the *Minangkabau* ethnic group from hardship to success. Life course theory is defined as the consistency of the pattern of age levels embedded in social life and human history from birth to old age. The results of this study indicate a similarity in the concept of life between the *Minangkabau* ethnic migrant (*merantau*) culture and the concept of life in the life course theory. Can be concluded that the cultures of various tribes are basically in accordance with the values of universal human life. Therefore, utilizing cultural wisdom as an approach to education is feasible to develop.

Keywords: Life Course Theory, Migrant (*merantau*) *Minangkabau* Ethnic, Similarity life concept

Improving Student Learning Outcomes in Social Studies Learning Using Quantum Teaching Model in Elementary School

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Abstract: This research is motivated by teachers who do not prepare lesson plans, are less able to create meaningful experiences for students, rarely provide opportunities for students to name material, do not provide opportunities for students to demonstrate student knowledge, and rarely give acknowledgment of student participation. As a result, the learning outcomes obtained by students were low. The purpose of this study was to describe the increase in student learning outcomes in social studies learning using the quantum teaching model in grade 4 of Bandar Buat Elementary School. The research method used was classroom action research. The results showed that, a) Lesson plan, cycle I was 78.6% with good qualifications and cycle II was 89.3% with very good qualifications, b) the results of the implementation of teacher and student activities, cycle I was 76.6% with good qualifications and cycle II is 87.5% with very good qualifications. c) student learning outcomes, cycle I obtained an average score of 74.4% with sufficient qualifications and cycle II an average score of 82.7% with good qualifications. Thus, the quantum teaching model can improve student learning outcomes in social studies learning in grade 4 of Bandar Buat Elementary School.

Keywords: Learning Outcomes, Social Studies Learning, and Quantum Teaching Model.

The Implementation of Simple Vlog Media to Improve Self-Confidence Characters of Primary School Students During the Covid-19 Pandemic

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Abstract: Self-confidence is a character that human being should have and develop in their life. Through the character, we can express our opinions smoothly, do things calmly, and can also become leaders for those who lack confidence. Lack of self-confidence in students can hinder the achievement of learning process. The lack of self-confidence is based on many factors, one of which is an inaccurate learning strategy. During the Covid 19 pandemic, students carried out the full learning process from their respective homes. This makes the teacher have to determine the appropriate learning strategy in order to increase the character of students' confidence. One of the strategies is the scientific approach in which the learning stages have aspects presenting the learning results. This is the successful key to build the confident character in students with positive support from their parents. This study was aimed to foster students' self-confidence through simple vlog media where students continuously trained to perform in front of the camera with high self-confidence. The study was conducted to primary school students in West Bandung. The method used in the study was the descriptive qualitative with interactive analysis technique. The findings showed the primary school students were able to perform confidently through simple vlog media that they uploaded to social media. Over time, the students' confident character significantly improved clearly visible in the vlog.

Keywords: Vlog Media, Confidence, Scientific Approach, Covid-19 Pandemic

The Effect of Educator Interaction with Students in Increasing Learning Motivation

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Abstract: This research motivated by the low learning motivation of students and how educators interact with students. This study aims to increase the learning motivation of students with good and correct educator interactions, by means of short strength, and methods of educators owned. This research is useful for both educators and students, because it can be felt directly by students in learning using educator interactions. In terms of interaction, it can be said to be very good an important role in human interaction, where a good interaction can make a complete human role in terms of relationships and human needs. Interactions can meet emotional needs and affect mental health and services dnya. In this case, humans can learn to interpret the meaning of happiness, love, affection, respect and even hatred and envy. From communicating humans, we can make a role and a human process that always develops with man the other. In terms of interaction, it can be said that it plays an important role in terms of human interaction, where a good interaction can make a complete human role in terms of relationships and human needs. Interaction can fill needs emotional god and affects mental health and his body. In this case, humans can learn to interpret the meaning of happiness, love, affection, respect and even hatred and envy. From communicating humans, it can make a springan and human processes that always develop with other humans.

Keyword. pedagogic, motivation, interaction,

The Teacher's Efforts in Developing Student Morality

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Abstract: Morality is a very important rule to be enforced in a society because it can be a sign in life as well as a protection for the environment. Morality results from intellectual behavior, emotions, or the thinking of every human being which is essentially a rule in life to respect and be able to distinguish between right and wrong in a society. Morality development greatly affects the environment, so that in childhood, morality education is very important to do, therefore a teacher must be able to develop the moralities of each student by doing various appropriate ways. Basically, this study aims to describe how the teacher's efforts in developing student morality. Meanwhile, this research is a qualitative research using literature study method. Based on the literature study, the teacher's efforts in developing student morality through assigning assignments and being collected on time students turned out to have benefits, one of which was being able to build student discipline through assignments sent on time

Keywords: Morality, teacher effort, characteristics, morality development, discipline.

The Quality of Geography Textbook of Twelve Grade And Their Implications For The Development Of Students Geographic Thinking Skill

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Abstract: Geography textbooks are one of the best sources for supporting geographic skills development. Geography textbooks contain not only content knowledge, but also geography textbooks should contribute to the development of geographic thinking skills. Quality textbooks can develop students' critical thinking skills. But in reality, students' geographical thinking skills are very low. This study has the purpose of, (1) analyzing the quality of the presentation of material in the high school geography textbook in developing students' geographic thinking skills, (2) identifying the achievement of skill development indicators and geographic thinking in the geographic textbooks used. The method used in this study is literature studies, in which the geographic textbooks used will be selected through the survey stage. The result of this research is to develop textbook analysis techniques in developing geographic thinking skills. The table used is a table that has never been tested because it is the result of a literature study only.

Keywords: Geography Textbook, Geographic thinking Skill.

Character Education During Covid-19 Pandemic in Elementary School

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Abstract: The Covid-19 pandemic has a shock effect in education. Online-based learning becomes a solution in times of pandemic. In the pandemic situation covid 19 Character education should not be ignored. Especially at the elementary school level as the foundation of the beginning of formal education. This research aims to analyze the implementation of character education in elementary schools reviewed from learning devices; Teaching and Learning Activities; Learning methods; and evaluation. The research method uses descriptive exploratory research. The results showed that: Learning devices are structured by adjusting the basic competencies simplified without leaving The Core Complement (KI) 1 and KI 2. Learning methods are done online, offline and mixed with attention to affective aspects. Learning is designed by getting used to discipline following learning, responsibility in completing tasks, instilling a healthy lifestyle, honesty and religion. Evaluations tend to be conducted through questionnaires and communication with parents, questionnaires and rewards.

Keywords: character education, covid-19, elementary school.

The Effect of Applying Blended Learning Using WhatsApp Group on Students Critical Thinking Skills in Online Learning in Elementary Schools

(Pre-Experimental Study of Social Sciences in The Fourth Grade of SDN Cibabat 5)

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Abstract: This research aims to determine the effect of applying blended learning using Whatsapp Group (WAG) on students critical thinking skills in online learning in elementary schools. The research was conducted to obtain an overview of critical thinking skills in Social Sciences subjects. The subjects of this study were 40 fourth grade students of SDN Cibabat 5, Cimahi Utara District, Cimahi City. This type of research is pre-experimental research with One-Shot Case Study design. The data analysis technique used statistical tests with the One Sample t-test at the 95% confidence level. The results of the research show that the value of t-count > t-table is 3.909 > 2.023, and the value of sig. (2-tailed) < 0.05, that meaning there is an effect of applying blended learning using Whatsapp Group (WAG) on students critical thinking skills in online learning in elementary schools.

Keywords: Blended Learning, Critical Thinking, WhatsApp.

The Effectiveness of Project and Presentation Types of Cooperative Learning Model on Social Studies Concept Understanding of Elementary School Students

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Abstract: Research was conducted to describe the results of student learning through problem solving model. Sampling was done by one group pretest posttest design. The type of research used is the pre-experiment with the form of the design of one group pretest posttest with research subjects of grade students in one of the public elementary school. Subject retrieval using single subject and subject number four students. The research data were obtained using test descriptions and observations. Based on the analysis results, the project model and presentation gave an eshance. These results were seen based on the N-Gain test by 0.86 in high categories. Subjects are 6 students of class IV. Data analysis techniques by observing the development of n-gain. This study showed that student understanding of pretest is 53,75 point categorized as low and posttest is 93.00 point categorized as good. It mean that cooperative learning project and presentation model suitable to the elementary school social studies learning and can encourage students to build understanding of concepts. Construction of the concept through the process of connecting knowledge in solving learning problems.

Keywords: Cooperative learning, conceptual understanding, project learning models and presentations

Student Response by Applying A Problem Based Learning Model to Students Of SDN Sukapura 01 In The Sub-Theme of My Nation's Cultural Diversity

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Abstract: Student response by applying a problem-based learning model to students of sdn sukapura 01 in the sub-theme of my nation's cultural diversity. How do students respond by applying a problem-based learning model to students of SDN Sukapura 01 in the sub-theme of my nation's cultural diversity the method used is problem base learning. Learning outcomes that are assessed by researchers, from the discussion in chapter IV with the application of the problem-based learning model can improve student learning outcomes in solving problems related to problems that occur in the environment, and by using the problem-based learning model in class IV SD Negeri Sukapura 01 can improve student learning outcomes in the sub-theme of my nation's cultural diversity. The improvement of student learning outcomes can be seen in the results of student processes in each cycle.

Keywords: Problem Based Learning, respond, research, learning outcomes.

Integrating *Siri' na Pacce* on Pancasila and Civic Education Subject in Elementary Schools

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Abstract: As part of the nation's cultural wealth, local culture needs to be bequeathed to the younger generation through integration in school learning activities. *Siri' na pacce* is a philosophy of the Bugis-Makassar tribe, one of Indonesia's major tribes. *Siri' na pacce* is local wisdom that contains noble values, like *sipakatau*, *reso*, and *pacce*. The manifestation of *sipakatau* is respect for others. The embodiment of *reso* is the seriousness of doing something to achieve Allah's grace, God of the universe. Meanwhile, the expression of *pacce* is caring for each other and the environment. The noble values can be integrated into elementary school learning through exemplary, consistently habituation, or insert the explanation of the values to the subject matter.

Keywords: *Siri' na pacce*, *sipakatau*, *reso*, *pacce*, Pancasila and Civic Education subject.

Application of Resource-Based Learning Model to Increase Motivation for Social Studies Learning on Cooperative Materials in Class IV SDN Sukaraya 03

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Abstrak. This research is motivated by the low learning motivation of students in social studies subjects in grade IV SD Negeri Sukaraya 03. This study aims to find out and get an overview of Improving Social Studies Learning Motivation on Cooperative Materials in Class IV SDN Sukaraya 03 Kabupaten Bekasi and to find out whether there are benefits of Resources -Based learning on the quality of the social studies learning process in elementary schools. The benefit of the research results can provide some information about the practice of social studies learning patterns in cooperative materials through the Resource-Based Learning Model that teachers should do. The results of the study showed significant progress and improvement in each cycle. Resource-Based Learning is able to increase the motivation of the learning process which spurs students to be more active, creative and innovative in learning.

Keywords: Improve, Motivation, Learning Model Resource-Based Learning

The Application of Multicultural Education based on Majapahit Constitution (Kutaramanawa) through Internet Of Things (IoT)

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Abstract: The Multicultural value has Known and to be part of society life in Nusantara. It has included in Kutaramanawa as Constitution of Majapahit Kingdom who has made at 1350 Th. The purpose of this research is for implementation multicultural education value of Majapahit Constitution based Internet Of Things (IoT), especially for student in the elementary school. Application Multicultural education value for elementary school students are very important for strengthen tolerance and push peace in long-term. The type of this reseacr is qualitative research.. Monitor technique of data validity use tringulation technique. Data analysis technique will be used perspective analysis model and interactive. The results of this research show that the majapahit constitution the are some regulation about multicultural values who have enumerated in their social activity life. The multicultural will be good real example for students, especially if learning methods use Internet Of Things (IoT) through Augmented Reality and Virtual Reality media in order more efective, atractive and interactive for known of students.

Keywords: Multicultureducaon values, Majapahit Constitution, Internet Of Things

Critical Thinking Skills Through Problem Based Learning Model

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Abstract: Education in the era of the industrial revolution 4.0 requires students to have higher-order thinking skills. One of the high-level skills that students must have is critical thinking skills. These skills are one of the important skills in increasing the ranking of Indonesia's PISA (Program for International Student Assessment) which is still relatively low, so a learning model is needed that can affect students' critical thinking abilities. This study uses literature studies to describe the effectiveness of problem-based learning models on critical thinking skills in social science learning in elementary schools. After the researchers conducted a literature review from various sources. The research results found that the problem-based learning model has an effective influence on students' critical thinking skills in social science learning. The conclusion of the research results shows that educators play an important role in implementing and designing innovative learning models so that they can foster students' critical thinking skills in social science learning in elementary schools.

Keywords: critical thinking skills, problem-based learning

The Role of Media Quizizz in PPKn Learning to Increase Learning Motivation for Elementary School Students

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Abstract: Motivation to learn is one of the attitudes that students must have in the learning process, especially in PPKn learning during the COVID-19 pandemic. Lack of motivation to learn in PPKn learning during the COVID-19 pandemic was one of the problems during the learning process. Therefore, motivation is needed as a motivating factor for students so that learning is more effective. One of the learning innovations that is suitable for motivating learning during the COVID-19 pandemic and creating an interactive learning process is by using quizizz media. Media quizizz allows students to be actively involved because learning is more fun and challenges students so that it can generate motivation to learn. Through quizizz media students can improve competence and teachers can pack learning creatively. The purpose of writing this article is to describe the role of media quizizzes in PPKn learning towards elementary school student learning motivation. The method used in this research is literature study which produces a description that media quizzes can arouse student motivation, especially in learning PPKn in elementary schools.

Keywords: motivation, PPKn learning, Quizizz media

Analysis the Value of Characters On The Short Story In The Students 'Book Of Class III SD Theme 8 Praja Muda Karana

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Abstract: This research is motivated by findings during initial field observations that the majority of teachers do not place too much importance on character values in literature learning in elementary schools. In fact, literary learning is an educational tool that plays a major role in the world of education to shape and develop children's personalities. literature plays a role as character building which is believed to have a major role in the development of character in children so that they are able to develop human beings who are completely fun from an early age. The Short stories, as a part of literary work that will be taught to children, actually can be analyzed the character values they have so that the positive energy can be transmitted to children. The purpose of this study was to analyze the character values in the short stories in the third-grade students' book of the theme 8 Praja Muda Karana. The approach used is a qualitative approach in the form of analysis of short stories in class III SD books. The subjects of this study were all short stories contained in the third-grade students' book of 8 Praja Muda Karana theme. The short stories in the third-grade students' book of the theme 8 Praja Muda Karana consist of eight short stories. The short story is entitled I am an independent child, independently doing homework, independent during worship, practicing independently, I like adventure, cycling with friends, being a receptionist, holding charity activities. After being read and analyzed, it was found that there are several character values that can be transmitted to children including: independence, friendly/communicative, religious, tolerance, discipline, hard work, curiosity, love for the country and several other noble characters.

Keywords: Keyword Analysis, The Value of Character, Short Story, Students Book

The Learning of Narrative Writing Skills through Experiential Learning Model in Elementary School Students

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Abstrak. This research was motivated by the low skills of writing narrative text in the fifth grade elementary school students. Students have difficulty getting ideas in putting them into narrative text. Experiential learning model was chosen because it can make the students easier to find ideas in writing a narrative text. The purpose of this study was to describe the learning process by using experiential learning model to improve students narrative writing skills. This research is a qualitative study and using descriptive methods. The instrument data used was a written test of writing narrative text. Participants in this study were 31 students of V-B class at SDN Bedahan 01 Cibinong, Bogor. The results showed that the learning process using an experiential learning model consisting of concrete experience steps, reflective observation, abstract conceptualization, and active experimentation can improve students narrative writing skills. The pre-test average score written by the student's narrative was 53 while the post-test average score of the students was 80. This research concluded that the learning process through the experiential learning model can improve the narrative writing skills of fifth grade elementary school students.

Keywords: Writing skills, narrative, experiential learning, elementary school students

NHT Type Cooperative Learning Model (Numbered Heads Together) On Student Learning Results in Indonesian Language Learning In The Third Grade Of SDN 1 Kawalimukti

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Abstract: This research is motivated by the low achievement outcomes from the third grade students in Indonesian subjects. This can be seen from the preliminary research data on student learning outcomes in Indonesian subjects only 45% of the students reached the KKM. The NHT (Numbered Heads Together) type cooperative learning model is expected to provide solutions to improve student learning outcomes in Indonesian subjects for the third grade of elementary school. The purpose of this study is to describe the practical implementation of cooperative learning model NHT and to describe the improvement of the student learning outcomes in Indonesian subjects. The research method used Classroom Action Research (CAR) by adapting the Kemmis & Mc. Model. Taggart in two research cycles and each cycle consisting of planning, implementing, observing/observing, and reflecting. The results showed that there was a positive influence on students thus their learning outcomes increased. These results can be seen from the increase in each cycle, namely the average student learning outcomes in cycle I was 74.6%, and increased by 9.6 points in cycle II to 84.2%. Then, the percentage of completeness according to the KKM in cycle I was 72% increased by 28 points in cycle II becoming 100%. Based on the research results above, it can be concluded that the application of the cooperative learning model NHT type (Numbered Heads Together) can gave a positive influence on student learning outcomes in Indonesian subjects for the third grade in Public Elementary School 1 Kawalimukti in Kawali District, Kawalimukti Sub-District, Ciamis.

Keywords: Learning outcomes, NHT cooperative learning model.

Mastery of Short Story Writing Skills through Image Series Using Google Forms in Elementary Schools

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Abstrak. Writing is a communication activity in an effort to convey messages or information in writing from one party to another. One example of writing skills is writing short stories or short stories which are works of fiction or imaginative fiction by revealing a problem that is written briefly and densely. In the implementation of learning during the current pandemic, learning cannot be carried out directly or face-to-face but with distance learning or so-called e-learning, many applications can be used and support this distance learning, one of which is google form which will be used in research this time. This research was conducted in grade IV in elementary schools. The sample in this study amounted to 40 students. The research design used is descriptive qualitative. The results of this study indicate that students' mastery of writing short story skills using picture series media can be carried out well and get good learning outcomes.

Keywords: writing skills, short stories, picture series, google form, elementary schools

The Development Of Syllable Method Through Sound Reposition To Improve Early Reading Skill Ability Of Mild Mentally Retarded Class III At Slb C Dharma Bhakti Dharma Pertiwi Bandar Lampung

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Abstract: The ability to read is a basic cognitive ability needed by everyone and is a complex activity because it requires visual ability, memory, auditory, and good pronunciation. Mild retardation children find it difficult to remember new things so that the majority of them have difficulty in differentiating simple syllables, words and phrases that impact on the ability to read the beginning. The current reading method has not yet accommodated the constraints faced. Therefore, it is necessary to find a suitable method for them by developing syllable method through repositioning sound. The purpose of this study is to determine whether the syllable method through sound repositioning can improve the reading ability of children with mild intellectual disability. This research uses SSR experimental method with A-B-A design. The data collection is done by giving a preliminary reading test consisting of the ability to read syllable patterned kv-kv, simple sentences, and simple paragraphs. Significantly the results of this study could to improve the reading ability of early children with mild intellectual disability class III in SLB C Dharma Bhakti Dharma Pertiwi Bandar Lampung. The conclusion of the syllable method through sound repositioning can improve the reading ability of the beginning especially for the children with mild intellectual disability and apply to the subject under study. Recommendations of syllable methods through repositioning sounds, can be helped through supporting media such as colored card media, concrete objects, and interactive drawings, the child is easy to understand and more attention to the child so as to foster motivation to learn.

Keywords: Mild intellectual disability, early reading skill, sound reposition, syllable method

Reflective Maternal Method Implementation in Improving Vocabulary Knowledge of Deaf Children in Class 1 Of SLB-B Summersari Bandung

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Abstract: The study was conducted on subjects of deaf children in class 1 of SLB-B Summersari Bandung. As a result of their deafness, deaf children are limited in language and communication and have low vocabulary knowledge. Therefore, this study aimed to discover the reflective maternal method implementation in improving deaf children's vocabulary knowledge. This method stimulates deaf children to optimize their abilities in knowing vocabularies, i.e., noun by conducting conversations, visualizations, word deposits, and reflections. Based on the problems, it is necessary to provide special treatments to improve vocabulary knowledge, especially on object uses. The method used in this study was the Single-Subject Research (SSR) experiment by a quantitative approach by using the A-B-A design. The data collection technique used was three test types, i.e., verbal test, action test, and written test. This study was carried out on two deaf children. Study findings based on baseline 1 and baseline 2 scores show that the baseline 2 result was higher and had a score increase post-intervention. It is proven by the two subjects who managed to mention object names, showing object names, and matching object names and object uses. The reflective maternal method is a method by the active learning process that triggers children to conduct a natural conversation, as they occur between mother and child. This study can be implemented as a recommendation for associated teachers in their learning method, particularly in using the reflective maternal method to improve object or other material vocabulary knowledge on deaf children.

Keywords: Reflective Maternal Method, Vocabulary, Vocabulary Knowledge, Deaf

The Role Of Teachers In Increasing Reading Interest Of Primary Schools Through Literation In The Pandemic Time Covid-19

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Abstract: The implementation of education in Indonesia during the COVID-19 pandemic has experienced several visible changes. The health crisis caused by the COVID-19 outbreak has spearheaded online learning concurrently. In this case, the role of teacher is to guide and to help students in solving the problems which they face regarding their knowledge. Reading is a language skill that is very important in our life. Reading has an important role in giving birth to an intelligent, creative, and critical next generations. By reading, someone can get knowledge and information from all over the world. Reading is a must for individuals who instill themselves as an intellectuals. The purpose of this study is to determine the role of teachers in creating literacy in Indonesian subjects. This study uses interview techniques and based on the results of the research that has been done, an effort to build reading literacy for childrens is through the role of the teacher. The role of the teacher in an effort to improve reading literacy is by giving rules, giving orders, giving rewards, facilitating, modeling, guiding, motivating, giving affection, and let the students free to choose their reading source and materials.

Keywords: COVID-19, teacher's role, literacy, literation

Application of The Know-Want To Know-Learned (KWL) Method To Improve The Ability Of Reading Comprehension Science Texts

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Abstract: This research is motivated by the low reading comprehension ability of elementary school students. The purpose of this study was to optimize student activity and reading comprehension abilities in the form of zigzag book products using the Know-Want To Know-Learned (KWL) method in reading comprehension of science texts. The research was conducted at Karangsari 2 Elementary School, Cirebon District, to be precise in fifth grade with a total of 20 students. This study used a classroom action research method using the Kemmis and McTaggart model which was carried out in two cycles. The instruments used were evaluation guidelines, interviews and documentation. In the first cycle, student's activity in categorizing ideas, making guide questions, and answering guide questions was still low. Student's ability in making zigzag books is still low. In the second cycle, student activity in reading comprehension and student's ability in making zigzag books increased. So that the average score of activity and the average score of the product in cycle II fulfills the minimum completion criteria score.

Keywords: Reading Comprehension, Know-Want to Know-Learned (KWL) method, Science Text.

An Analysis of material suitability with Competency in Sundanese textbooks Entitled "Panganteur Basa Sunda pikeun Murid SD/MI Kelas VI"

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Abstract: Textbooks have a very important role in the learning process so that the compatibility between the material in the textbook and the competence in the curriculum is needed. The purpose of this research to determine the level of conformity of the material description to kompetensi inti, kompetensi dasar & indikator. The method used in this study is a descriptive analysis with library study techniques. As for the source of the data is the textbook *Panganteur Basa Sunda* for Elementary School/MI Grade VI curriculum 2013 revised published by Kanisius. From the results of the analysis that has been obtained that the level of conformity of the description of the material with KIKD that includes (1) the completeness of the material, (2) the breadth of the material and (3) the depth of the material is good because it corresponds to the theme of each KD and has a conformity level of 84% which means good. However, the suitability of teaching signs with GPA is still lacking. But overall, this book is worth using in Sundanese language learning in grade VI.

Keywords: Analysis of competency, Sundanese textbooks.

Total Physical Response (TPR) Method to Improve Speaking Ability to Children with Down Syndrome

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Abstract: speaking and language skills are tools used to interact and communicate. Down syndrome children experience language development delays due to the impact of intelligence barriers that are below average. However, children can still take part in academic learning. The ability of children when learning to speak, especially speaking, is influenced by the learning methods used by the teacher. This study aims to (1) describe the current condition of the subject. (2) this method of practicing speaking skills is used. (3) Total Physical Response (TPR) method. This study used qualitative research methods. Data collection was carried out by observation, interviews and documentation. Data analysis begins with studying data, data reduction, data presentation and the stage of drawing conclusions. Subjects in this study were Down syndrome children aged 7 years who were unable to speak.

Keywords: Total Physical Response (TPR), Speaking Ability, Children with Down Syndrome

Using The 5W1H Method in Writing Important Information with Google Forms In Elementary Schools

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Abstract: This research is based on the lack of understanding of students in writing important information in the text. This research was aimed to determine the ability of primary school students in writing important information by using the method of 5W1H through the google form. The method used in this research is descriptive qualitative. The instrument used to measure the understanding of the students in writing important information is a test given through google form. Collecting data was given to 39 students of class 6 primary school. The sample was conducted by purposive sampling method. The Object of the research is grouped into four categories, they are understanding the whole, understanding the partial, misunderstanding, and not understanding. From the results of this research, it can be concluded that students can mostly understand partially, one-tenth of them cannot understand, and a fifth of them misunderstood, and only one-sixth of them understand the use of 5W1H in writing important information. Therefore, it is necessary to improve the quality of teaching and learning about the method of writing important information in a text at the primary school level.

Keywords: 5W1H Method, Writing Important Information, Google Form

Action of Language Teachers of Daarut Tauhid Elementary School During the Pandemic Covid-19

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Abstract: Learning during the pandemic period requires educators to know technology and master pedagogy skills well. Good teacher speaking speech acts are a form of skill that will have an impact on the character of students, especially at the elementary school level. This study aims to describe the speech acts used by elementary school teachers in learning during the pandemic. The method used is descriptive analysis method using a qualitative approach. The data source used was the speech acts of elementary school teachers. The technique used is the technique of recording, listening, and taking notes. Data analysis techniques consist of (1) data collection (2) data reduction (3) data presentation (4) verification or drawing conclusions. The results of this study are expected to describe the forms of directive, representative, expressive, commissive, declarative speech acts, and direct and indirect speech acts to elementary school teachers in learning during the pandemic.

Keywords: Speech acts, Daarut Tauhid Elementary School Teachers, Pandemic, Character Education.

Students Experience on Reading Story Book About Medicinal Plants: A Survey Study

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Abstract: Children's story books can provide a variety of information in a series of fantasy stories. One example is health information which contains knowledge about medicinal plants which is packaged with a specific theme according to student interests. However, there are still few students who know about medicinal plants. The research objective was to find out students' experiences about the story books they had read, especially about medicinal plants. This research uses a quantitative approach and uses a survey method. A total of 86 students of grade IV SD were selected by random sampling. The results showed that 57% of respondents or as many as 49 students had never read a health-themed story book containing information about medicinal plants, 34.9% of respondents or 30 students had read it, and 8.1% or seven people. students hesitate. So, from the research data, it can be concluded that there is a need to introduce story books about medicinal plants to students.

Keywords: Story book, medicinal plants.

Improving Language Abilities of Children with Autism Using Visual Therapy Approach

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Abstract: Complex difficulties in communication, social interaction and language of children with autism are a challenge for parents and teachers to teach them. For example, the difficulties in language will have an impact on all aspects such as cognitive, physical motor, perception and several other aspects because language is a parameter in children's development. The purpose of this study was to determine the effect of visual therapy using a picture word card approach on language development of children with autism. The subjects in this study are three children with autism. The research method used in this study is a pre-experimental design with pre and posttest without control where children's language was measured before and after being treated, namely by visual therapy. The results of the study using tests before and after treatment experienced a significant increase, so, it can be concluded that visual therapy with picture word cards has an effect on improving children's language with an average difference after 85> 55.

Keywords: Language skills, children with autism, visual therapy, picture word cards

Student Literacy through Picture Book Media: Nurturing a Culture in Elementary Schools

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Abstract: The culture of student literacy is the main support in the progress of education in a country. The ability of literacy is believed by developed societies to be a very essential need for every human being. The better the person's literacy level will affect his or her ability to absorb the knowledge in the learning process. Literacy skills are a basic ability that every student needs to have. *Gerakan Literasi Sekolah* exists as a government effort to develop a student literacy culture. This movement seeks students to read non-text books for 15 minutes before learning. As an effort to maximize the school literacy movement, picture book media are present as an alternative solution. According to their age range, the students show interest in the learning resources that attract attention. For encouraging students' interest in learning, especially in reading, picture book media can be used in maximizing literacy culture in elementary schools. This study may contribute to enrich research references in the language education field, especially about student literacy.

Keywords: Literacy, Picture Book Media, Elementary Schools.

Implementation Outcomes of Literacy Movement through The Habituation, Development and Learning Stages for Indonesian Elementary School Students

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Abstract: The Indonesian government has implemented awareness of literacy's importance through the school literacy movement at every level of education. The literacy movement, especially the elementary school level, is carried out in three stages. There are habituation, development, and learning. The literacy movement's implementation since 2016 at the elementary school level has carried out well. However, there are still some obstacles. The method used is a systematic literature review. It examines various reports of literacy stakeholders in their implementation against each context. These reports found different effective strategies for successfully implementing the literacy movement, which can use as references. It then discovered that various obstacles became the gap in literacy education in Indonesia to be minimized further. This systematic literature review highlights a need to implement meaningful and innovative strategies by utilizing stakeholders such as teachers, school principals, parents, communities, and teacher institutes to provide professional context-based input related to the literacy movement.

Keywords: Literacy movement, literacy, literacy implementation, systematic literature review, elementary school

Improving the Early Reading Ability of Children with Down Syndrome Through Contextualized SAS Method

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Abstract: The ability to read children with Down Syndrome is relatively lower than that of children in general. This is because in reading there are aspects of thinking such as remembering, understanding, comparing, distinguishing, finding, analyzing, organizing and applying what is contained in the reading. This is difficult for children with Down Syndrome to do so that in the reading process special methods that are not abstract are needed. The purpose of this study was to improve the pre-reading skills of Down Syndrome children through the contextual SAS (Structural Analytic Synthetic) method. The method used in this study is literature research. Based on the results of studies conducted from relevant theories and sources, it shows that the contextual sentence method provides a great opportunity to improve the beginning reading ability of children with Down Syndrome.

Keywords: reading the beginning, SAS method, contextual, down syndrome

Multimodal Approach to Literation Practice in Primary School Students

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Abstract: This paper is a literature review that describes a multimodal approach to literacy practice in elementary school students. This approach provides opportunities for students to be creative and educative. Usually, the teacher when teaching is less active and students only watch and listen to what is being said, but the teacher does not activate the atmosphere, the child tends to be silent even just playing. Students are confused about getting ideas to tell stories freely and widely, because students are only fixated on one reading book. In its implementation, a multimodal approach in elementary schools can be carried out by focusing on writing and drawing activities, assisted by digital technology that can provide interesting information. Digital technology provides many benefits in terms of linguistics, audio, visual, spatial, and gestures in creating a story. To learn something, students must be smart in literacy, namely in writing, reading, and listening. The four languages are interrelated. In life we are inseparable from communication, now it is not only face to face but we can communicate via electronic media. Multimodal is a resource for children to build ideas and help students' minds more open. With a multimodal approach it is a student's experience that is always remembered, this provision does not only apply to elementary schools but will be useful until later continuing with higher education.

Keywords: Multimodal, Literacy, Digital Technology, Elementary School Students

The Role of Teachers and Parents of Online Learning In Primary School During The Covid-19 Pandemic Era

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Abstract: As a country greatly affected by the Covid-19, Indonesia applies a large-scale social restriction (LSRR) in many provinces, especially in West Java. The execution of LSRR insists that people stay and work at home. Schools are physically closed and teaching-learning is organized and delivered through online. Teachers provide teaching service through online, while students learning independently at home. Learning from home is one solution for the learning process to keep it organized. Because learning that should be done face-to-face in class is now being done by utilizing technology, namely online learning. Writing this article aims to identify the role between teachers and parents who have a role in the online learning process during the Covid-19 pandemic, both before learning begins, when learning takes place, until after learning is complete. The author uses the literature study method from various references related to the role of teachers and parents so that the objectives of online learning can be achieved optimally

Keywords: The Role of Teachers and Parents, online, Covid-19 Pandemic

Educational Innovation

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Abstract: The progress and changes in human life are fast paced, are new challenges or problems in the world of education. How should we prepare our students so that they are able to face modern life and how they are able to develop it, so that they are able to compensate for these changes. Therefore, the teacher as a facilitator must be able to utilize electronic equipment facilities as a medium in order to be able to streamline the learning process, the teacher must also be able to choose methods, strategies and learning models that suit their teaching needs. To answer all these challenges or problems, it is necessary to have an educational innovation. Discussions in the field of education must always be carried out to improve the quality of human resources in Indonesia. The purpose of this paper is to describe educational innovation, educational innovation processes, educational innovation strategies, characteristics of educational innovation and barriers to educational innovation. The research method used is library research by recording all findings related to educational innovation. Educational innovation is a renewal in education that is carried out deliberately to improve educational goals, be it renewal of ideas or ideas, renewal in educational practice, or renewal of methods or objects.

Keywords: Educational Innovation, Processes, Strategies, Characteristics, Barriers

Multiliteracy Careful Reading Model Based on 21st Century Skills in Primary Schools

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Abstract: Reading comprehension skills are one of language skills that is often used in learning and in everyday life, the reading comprehension skills of students in a classroom must be very diverse, and can be categorized into three groups, namely students who have high, medium, and low reading comprehension skills. In order for students to have an optimal reading comprehension skill it is necessary to apply an innovative learning, one of the alternatives is the use of a learning model. 21st century skills are skills that students in the 21st century must have, as for these skills, namely communication skills, collaboration, critical thinking, and creative and innovative thinking. Multiliteracy careful reading model is a model that can be used to optimally improve reading comprehension skills. The purpose of this study is to describe the application of the careful reading model in reading comprehension learning, as an effort to encourage the development of 21st century skills in elementary schools. This research uses a descriptive qualitative method. Data collection was carried out using literature review. The results of this study can be concluded that the multiliteracy careful reading model in reading comprehension learning have learning stages that can accommodate 21st century skills development.

Keywords: reading comprehension, 21st century skills, multiliteracy careful reading model

Gadget-Based Digital Literacy in Learning Writing Skills for Elementary School Students

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Abstract: Technological developments continue to influence all aspects of life in the world including education. Realizing this, the Ministry of Education and Culture designed the digital literacy movement as a tool to increase the ability to use digital technology in education, especially for teachers and students. Digital literacy can also be used as a tool to improve students' writing skills. However, students are less interested in learning to write. The main difficulty in writing is the inability of students to put their ideas or ideas into writing, this is natural because students rarely practice their writing skills directly. Teachers can apply gadget-based digital literacy in learning writing skills. This study aims to describe gadget-based digital literacy in learning writing skills. Through the literature study method, researchers found that the importance of digital literacy competency learning programs for students has a positive impact on understanding and skills in using digital media. Gadget-based digital literacy results in creative and innovative learning. The use of gadget-based digital literacy can improve students' writing skills.

Keywords: digital literature, gadgets, writing skills

Digital Literation in Increasing Reading Interest and Overcoming Hoax News from Social Media in Basic School Students

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Abstrak. Digital literacy is one of the reading movements that elementary school students must have in the 21st century. Social media allows students to be actively involved in increasing the reading interest of elementary school students to obtain new information. The role of digital use in today's modern era is very effective and efficient to increase reading interest, but in the context of language learning, teachers still have to be guided by using social media facilities so that students don't fall into consuming hoax or fake news. From the hoax news that is spread, researchers suspect that increasing reading interest from social media through digital literacy has a very big effect. This study aims to determine and analyze the relationship between digital literacy and reading interest from social media in dealing with hoax stories of elementary school students. The method used in this research is literature study or literature study. The results showed that in general the application of digital literacy was able to increase reading interest in overcoming hoax news from social media. Furthermore, suggestions from researchers so that students have good reading interests need to be trained continuously by applying digital literacy in elementary schools.

Keywords : Digital Literacy, Reading Interest, Hoax News

Home Literacy Environment: The Solution To Improve Early Reading Skills Of Students In Primary School During Covid-19

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Abstract: This research is motivated by the lack of research analyzed early reading skills of students in primary school in term of literacy activities at home. The literature indicates that both in-school and at-home experiences impact children's reading development, yet most developing world studies focus on children's in-school experiences exclusively. Whereas in the era of the Covid-19 pandemic literacy activities at home have an important role. In this article, we review the literature on the impact of home literacy environment on primary school student's early reading skills. After defining home literacy environment, we present a brief historical overview of home literacy environment, including persistent questions regarding their effectiveness with respect to early literacy skills, vocabulary and phonological awareness in primary school students. Meta-analyses reveal that home literacy environment has a positive effect on early reading skills indicate that they are effective in significantly increasing children's early literacy skills, vocabulary, and phonological awareness. This finding lends empirical support for home literacy environment and reading acquisition. We conclude by suggesting implications for practice and for future research

Keywords: Early reading skills, Bahasa Indonesia, Covid 19, Home literacy environment, Primary School,

Pedagogical Values Development at Boarding School (A Case Study at SMP Islam Cendekia Cianjur-Boarding School)

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Abstract: The title of this study is Pedagogical Values Development at Boarding School (A Case Study at SMP Islam Cendekia Cianjur – Boarding School). The purpose of this research was to get an idea of how religious value as one of the pedagogical values in the school were developed. Researcher found the value of religious contained in the vision, mission, and purpose of the school. This then became the focus of the research. The research method used was qualitative descriptive research with a case study approach. Participants in the study were principal, vice principal, teacher, boarding principal, boarding teacher, and a representative of the foundation. To collect data, researcher used instrument research such as interview, observation and documentation. Data analysis was done through data reduction, data display, and conclusion drawing. The results were found: religious value was formulated based on the school's vision, mission, and goals by involving were principal, vice principal, teacher, boarding principal, boarding teacher, and a representative of the foundation. Religious value was implemented through a formal approach and inserted into the curriculum. An evaluation was carried out to find out the extent to which the religious value that had been developed could be implemented and evaluated. This shows that the development of the religious value in the school can be developed well.

Keywords: Development, Value, Pedagogical, Boarding, school

Tolerance Value in Kampung Pulo, Garut District (Ethnopedagogical Study)

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Abstract: The background of this research is the large diversity of religious traditions in Pulo village that have a tolerance value. This study aims to provide an overview of the value of tolerance in Pulo Village and Ethnopedagogics in Pulo Village. The method used in this research is descriptive method. In Pulo Village, there are traditions that are maintained, including not being violated, such as not building more than seven buildings, not beating gongs and being prohibited from raising four-legged animals. The value of tolerance in Pulo village is very high because in its history Ki Dalem Arif spread the religion of Islam without disturbing the beliefs that had been previously practiced in the village. Until now, religious tolerance is very well maintained, when Muslims celebrate big days and when Hindus celebrate their religious holidays, everything is side by side and mingles. In addition to the value of tolerance, this study also explores the ethnopedagogical value in Pulo village which includes Human Morals towards God, Human Morals in Person, Human Morals on other Humans, Human Morals to Nature, Human Morals at Time, and Human Morals in achieving Welfare of Birth and Mind.

Keywords: tolerance value, pulo village, ethnopedagogy

Disclosure of Student Ability in Working on HOTS Questions through Rasch Modeling

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Abstract: Higher order thinking skills need to be developed in primary school education as an effort to improve students' ability to think rationally in answering more complicated questions and / or solving more complicated cases of problems. The disclosure of the acquisition of high-order thinking students' abilities can be done by giving HOTS-based test questions. The HOTS based test questions were developed based on the cognitive hierarchy adopted from Bloom's taxonomy (C4, C5, & C6). The results of the acquisition of students' high-order thinking abilities were then analyzed through rasch modeling assisted by the Winsteps 3.75 application. Information on the grouping of students' ability levels can be seen through the standard deviation (SD) value and the starting point of the average logit person value (Sumintono, 2015). Based on the results of rasch modeling, it was found that students' abilities were grouped, namely: high, medium, and low. This grouping is based on the SD score (standard deviation = 2, 09) and the MEAN value (0, 50) as a reference for identifying students' deflation. Then the grouping value range is obtained as follows: if the student's ability > SD (2, 09) then the student has high ability, if SD (2, 09) < student ability < MEAN (0, 50) then the student has moderate ability, If the student's ability < MEAN (0, 50) then students have low ability. The analysis of students' high-order thinking skills shows that there is a diversity of students' abilities in answering a number of HOTS-based test questions.

Keywords: HOTS Questions, Student Ability, Rasch Modeling

How is The Application of Effective Punishment to Improve Achievement of Elementary School Students During The Covid-19 Pandemics

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Abstract: This research was caused by teacher's complain about learning at school which were ignored by students during the covid 19 pandemics. The purpose of this research is to give contribution of Education punishment to students so that increase of learning achievement. Participants were 55 students of elementary school from Bandung city, Cirebon regency and Cirebon city, West Java province. Test and non- test instruments were used through design of quasi experiment with control group of pretest-posttest non equivalent. Using a two-way ANOVA as a technical analysis of the data. The results showed that the factor without being given physical punishment was smaller than 0.05 i.e. (0.005). Learning without punishment with physical punishment was smaller than 0.05 i.e. (0.009). Lessons given Written Punishment with physical punishment was higher than 0.05 i.e. (0.953). Thus, the punishment is still effectively applied in learning activities even with the online system during the Covid-19 pandemics.

Keywords: Physical punishment, Written Punishment, online learning system, covid-19 pandemics.

STEM-Based Instructional Design to Develop 4C's Skills of Elementary School Students

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Abstract: This research aims to develop a STEM-based (Science, Technology, Engineering and Mathematics) instructional design as an alternative for implementing a learning process that involves engineering process and technology to develop 4C's (Critical Thinking, Communication, Collaboration, and Creativity) skills. This STEM-based learning design is intended for elementary education. The method used in this study is Design-Based Research (DBR) which consists of several stages, namely, the identification and analysis of the problem, the development of solution prototype, the iterative process to test and improve the solution, and the reflection to produce a design principle and improve the implementation of the solution. This research involved teachers, students and lecturers in Tasikmalaya City. This research results in a product in the form of an instructional design or a lesson plan that emphasizes the scientific approach which is in line with the STEM-based 2013 curriculum. Based on the results of the validation process and the field tests, it can be concluded that the instructional design is valid and can be used for learning.

Keywords: Instructional Design, STEM, Design-Based Research, Lesson Plan, 4C's Skills

Critical Thinking Skills Toward Ecological Problems Of Climate Change In Basic Schools Through The Application Of Radec Learning Models

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Abstract: Currently the planet earth is experiencing climate change, which is caused by the way of life of humans which is against the preservation of nature. Education must form humans who are aware of the problems that are happening, so that students are able to be involved in solving these problems. This study aims to determine the extent to which the RADEC learning model is effective for critical skills on the problem of climate change in elementary schools. The number of participants in this study were 22 students. Data using tests and assessments based on critical assessment and problem management. The research method used in this research is a quasi-experimental method. The results showed that the students' critical thinking skills training scores were 40.1 and the students' scores were 79.8. Then from the results of the critical and critical skills test it is known that $p = 0.00 < 0.05$. So, it can be denied that students' critical thinking skills regarding climate change issues have increased significantly after learning through the RADEC learning model.

Keywords: Climate Change Problems, Critical Thinking Skills, And RADEC Learning Model

Use of Alternative Communication Systems I-Talk to Improve Cerebral Palsy Communication Skills

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Abstract: The background of this study was students of Cerebral Palsy who had difficulty speaking. As a result of the stiffness of the muscles the speech organs cause the messages conveyed verbally by the child to be difficult to understand the communicant. This study aims to develop a system of Alternative and Augmentative Communication (AAC) and to know its influence on subject communication skills. The research method used is a mix method with a sequential exploratory approach. The results of this study are an alternative I-Talk communication system and improvement of subject communication skills. Improved communication skills can be seen from the communication skills of the subject which at the beginning could not be understood at all by the communicant, after using I-Talk increased with the indicator being able to call parents, caregivers and teachers. Furthermore, the subject can convey wishes when wants to drink, snack, eat, and other.

Keywords: Augmentative and Alternative Communication (AAC), I-Talk, Communication of Cerebral Palsy

The Role of Media Literation in Growing Students' Creativity for Reclame Making (Qualitative Research on Grade VI Elementary School Students)

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Abstract: This research is motivated by the importance of online learning media in fostering students' creativity, especially during the COVID-19 pandemic. Based on this background, the study aims to find facts about the students' ability to master the types of media technology and creativity in making reclame. This study took 5 students at an elementary school in West Java Province. This research was conducted using qualitative research methods. The primary data, in this research, were collected by using observation, interviews, and documentation. The data analysis process was carried out using four stages, namely data collection, reduction, data display, and conclusion drawing/verifying stages. Based on the results of this research, it can be concluded that the role of online media literacy in fostering students' creativity is less than optimal because not all students' use online media in fostering creativity in making reclame in the form of images or videos. There are limited facilities such as learning facilities, time, and knowledge about the making of reclame are factors that hinder the development of these students' creativity.

Keywords: Media Literacy, Creativity, and Reclame

Synectic-Based Personal Analogy Learning to Improve Basic School Students Creative Thinking Ability

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Abstract: The problem in this study is about the low creative thinking skills of elementary school students which can be seen from the passive learning activities in the classroom. In addition, teachers who are more likely to focus on completing the material cause a lack of appreciation for students to develop creative thinking skills. This research was conducted based on the results of research, journals, books and other relevant reference sources. Data collection in this study refers to the literature study method by conducting book review studies, literature and other notes related to the topics discussed. From the literature that has been discussed, it can be concluded that synectics have an important role in increasing creative thinking. However, in the field implementation, the use of the synectic model itself certainly has obstacles that can affect the success of the learning process so that it will affect the desired results.

Keywords: Creative Thinking, Learning Model, Synectic Personal Analogy

Early Identification of Specific Learning Disability: Case Study on Second Grade Elementary School Students with Underachievement

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Abstract: The purpose of this study is description an objective result of Assessment for Learning and Modality Profiling who early identified student with Specific Learning Disability (SpLD/LD). **Objectives,** Participants in this study were 25 students (13 boys and 12 girls) in second grade elementary school (Ages 8-9 years old) with 24 non-disability students and one student with motoric disability, class room teacher, parents, and headmaster. Using case study this research describes five of the eight steps of the Special Education Approach: (1) Screening, (2) Evaluation, (3) Eligibility Determination, (4) Individualized Educational Program (IEP) Meeting, and (5) Write IEP. Students who showed frustration level in the result of the Academic Assessment (Reading, Writing, and Math) were 38% (62,5% for one skill and 37,5% for all the skills). With the result of the developmental Assessment of DVA (L) and JML (L) there were no obstacles, while RST (L) was identified as having obstacles in skills of social, cognitive (correspondence and conservation), perception, and Language (pronunciation). To identified as SpLD the students need multidisciplinary approach. Modality Profiling for underachiever to provide the earliest intervention, so there is an increase in learning outcomes.

Keywords: Specific Learning Disability, Underachievement, Assessment for Learning, Modality Profiling.

The Development of Exploding Box Learning Media in Sex Education for Elementary School Students

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Abstract: Along with the development of the era, there are many social problems that arise in Indonesia, one of them is sexual harassment by sex criminals. Children are often victims of sexual abuse. One way that can be done to prevent the occurrence of this case is by providing early sex education to children, assisted by the Exploding Box learning media. In the Exploding Box, there is some basic knowledge about sex, so it is hoped that it can make things easier for parents and educators to explain sex education to their children and students. The purpose of this study is to describe the development steps and determine the feasibility of the Exploding Box as a medium for sex education for primary school-aged children. The method used is research and development (R&D). The results obtained are that the child knows some of the basics of sex education but does not know that the knowledge that they have is actually sex education, while parents experience difficulty in explaining sex education to children because they feel taboo if they have to explain directly, therefore educational media that can explain it are needed. Sex education to children with an attractive but not lost goal. Thus the exploding box can be developed into a sex education medium for elementary school children with material adapted to sex education. In its development, the material was adapted to a grid, which was then validated and refined to obtain a proper sex education media.

Keywords: sex education, primary school-aged children, exploding box.

The Implementation of Solution Focused Brief Group Counseling Using Puppet Media to Reduce the Aggressiveness Of Elementary Students

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Abstract: Children who have high aggressiveness will grow up to be disobedient teenagers, so the role of a counselor is very crucial. The counselor can provide intervention with a solution focused brief group counseling approach using puppet media because the counselee is elementary school students, so that the puppet can help elementary school students express their emotions and thoughts. This study aims to see the implementation of solution focused brief group counseling as an effort to reduce aggressiveness of elementary school students. The method of this research is qualitative, while the data were analyzed using data reduction, data presentation and making a systematic summary. The field results indicate that the implementation of solution focused brief group counseling using puppet media was carried out with six procedures including identifying objectives, identifying exceptions, questions detailing behavior, identifying past success experiences, using scale questions and writing messages. This approach was also carried out in six meetings, the duration of each meeting ranges from 25-30 minutes. The advantages of using this approach are (a) Using a group counseling strategy (b) Using puppet media (c) Providing reinforcement (d) Using emoticons as a substitute for scale questions.

Keywords: Implementation, Solution Focused Brief Group Counseling, Agresiveness, Elementry Student.

Implementation of Interactive Video in Improving Family Based Intervention Ability to Parents of Students Whit Special Needs

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Abstract: Pandemic Covid-19 has a huge impact on student learning activities, usually learning is carried out in schools because of the pandemic students are required to study at home. This has a big effect on students with special needs, because in school students are served with special programs and have a support teacher, but at home parents have to do everything. So that parents have a lot to learn how to teach and assess their child's development. However, not all parents can do it because of limited experience and knowledge. The goal is to improve the ability of parents to intervene with their children with interactive videos. This research method uses a qualitative descriptive method to see the increase in the ability of parents to intervene with their children who have deficiency. To ensure the accuracy of the data obtained, it can be done by triangulation. Based on the observations of researchers from the data obtained, interactive video is able to improve the ability of family-based interventions in parents, this is evidenced by the changes that occur in the abilities of children with special needs.

Keywords: Video Interctive, Family Based Intervention, Students Whit Special Needs

Increasing the Ability of Social Aspects in The Daily Activities of Children with Visual Impairments Through Parental Assistance

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Abstract: Introduction to the active role of parents is one of the keys so that children can have social skills in daily life well and independently for visually impaired children. Children spend a lot of time at home and do activities at home so mentoring from parents is very important, as this potential must be increased. The purpose of the research is to make programs to improve the ability of parents in mentoring visually impaired children in social skills, especially in daily living activities in the home environment. The method used qualitative research, collecting data with observations and interviews of teachers and parents further based on the results was designed program and tested in the field. The findings are still a lack of restraint and the active role of parents towards the condition of visually impaired children, so parents have difficulty in mentoring at home based on the development of programs to increase the role of parents in mentoring the child. The conclusion of the program is effective to improve the understanding and active role of parents in mentoring children so as to improve the social skills of visually impaired children in the home environment so that the child's development can be more optimal and independent.

Keywords: Visually Impaired, Social Skills, Activity Daily Living, Parents.

Research on the Development of Edu Games as Learning Media for Geometry and Arithmetic in Elementary School Children

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Abstract: Mathematics is a discipline-sciences that has many influencing on the theoretic in the classroom and in the practice in everyday life. Some of the branches of mathematics that are important in elementary school are geometry and arithmetic. Along with the development of information and communication technology, the development of mathematics learning has also developed. This research tries to discuss and analyze the development of edu games that can be used for learning geometry and arithmetic. The research method used in this research is descriptive analysis method. As a result, educational games for geometry and arithmetic developed from conventional games (played through movements) and games in digital form. Digital games are also growing, starting from using computers, smartphones, to adding augmented reality.

Keyword: arithmetic, edu games, elementary school, geometry.

The Effect of The Use of Snake Media On Students Learning Interests

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Abstract: The purpose of this study is to determine the effect of media usage snake and ladder on student interest Primary School. This study used a Kausal design. This research was conducted in Class 4 SDN Katulampa 1 Bogor City in the odd semester of the 2020/2021 school year. The analysis technique used is the analysis prerequisite test which includes the normality test, homogeneity test, then the research hypothesis is carried out using the t test. Based on the results of research in grade 4 SDN Katulampa 1, there is a significant influence between media use snake and ladder with student interest in learning, this can be shown from the results of the correlation coefficient (r_{xy}) of 0.78 which shows that there is a strong influence of the variable use of snake and ladder media on student interest in learning and the t_{count} is 8,480. This is also evidenced by the regression equation $\hat{Y} = -58,23 + 1.5 X$, meaning that each increase in the use of snake and ladder media will increase student interest in learning by 1.5 units. In addition, the results of the coefficient of determination $r^2 = 0.60$, which means that the snake and ladder learning media contributed 60% to the interest in learning, while other factors contributed 40%. This shows that there is an effect of using the snake and ladder media on students' interest in learning

Keywords: Learning Interest, Media, Snakes and Ladders

Educational Games for Handling Trauma Healing in Post-Corona Virus Pandemic for Grade 2 Elementary Schools: Thematic 2 (Playing in My Neighborhood)

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Abstract: The corona virus pandemic (2019) has had a significant impact on the world of education, especially in the teaching and learning process. One of the handling of trauma-healing problems in children after the corona virus pandemic is through playing while learning. In the second thematic book for grade 2 elementary school children with the theme of playing in my environment, this attracted the attention of researchers to make learning media innovations for children that were interesting and informative. In addition, factual learning media are the focus of researchers to provide new information for children. The purpose of this research is to produce game innovations that hone the cognitive and psychomotor aspects of children as learning media. This game contains educational information about the corona virus using a persuasive approach. The method used in this research is using the Research and Development Method with the ADDIE development model (Analysis, Design, Development, Implementation and Evaluation). The output in this research is an educational game that is able to deal with trauma healing for children after the corona virus pandemic and can be used as a reference for the learning curriculum for grade 2 elementary school children.

Keywords: corona virus pandemic, learning media, second grade thematic book, trauma healing children

Language Game Methods to Improve Writing Skills in Elementary School

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Abstract: Learning can be seen as a process that can be guided to achieve the aims in self-individual development. According to Kamus Besar Bahasa Indonesia (KBBI), learning is an effort that individu did to get skill or knowledge, training, changing the attitude or opinion which is affected by experience. Learning Indonesian Language in Elementary School consists of four language skills, there are speaking, reading, writing, and listening. These skills are relating each other, especially writing. Writing skill means the skill which is owned by students to express what they feel, it can be thought and feeling which is delivered through several signs, and the readers are able to comprehend the message that contained. There are still a lot of students who do not have enough writing skill as it should be, it occurs causing several reasons, one of them is the teaching method that has not progressions. This research provides solution to apply teaching method by using language game. Thus, the method of this research applied PTK method (Penelitian Tindakan Kelas). This method focuses to fix improving learning process. This method has two series. Each series has four phases, there are planning, doing, observation and because its phase.

Keywords: Writing Skills, Language, Game.

Use of Quiz Education Game Assessment Media Towards Students Motivation in Online Learning

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Abstract: This study aims to analyze the development of student learning motivation in the online learning process during covid 19 by using a quiz assessment media. This research is motivated by low student learning motivation, marked by the reduced participation of students in online learning. This assessment was carried out at 243 Cicabe Public Elementary School during distance learning, with a sample of grade VI students. This research is based on the idea that student learning motivation is influenced by many factors, one of which is the use of appropriate assessment media, including quiz educational game assessment media. This research was conducted using qualitative research with technical analysis with the stages of data reduction, data display, conclusion and verification. Data collection was carried out by means of questionnaires and interviews. The questionnaire was made in the form of google form while the interviews were conducted using zoom. The results of the study concluded that the use of quiz assessment media can develop student learning motivation. Students feel enthusiastic about participating in online learning.

Key words: motivation, quiz, online learning

Primary School Pre-Service Teachers' Perceptions of Effective Online Learning by Using LINE Application during Covid-19 Pandemic

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Abstract: The Covid-19 pandemic that has hit Indonesia since March 2020 suddenly forced learning from elementary to tertiary levels to be carried out online. The LINE application is a social media platform that has live features. This application is an alternative that is used as a means of emergency learning during the Covid-19 pandemic. This study aimed to describe the perceptions of Sanata Dharma University PGSD students on the effectiveness of online learning using the LINE application. The subjects of this study were 252 students. The method used is descriptive quantitative through online surveys. This study's results were the students' perceptions of using the LINE application on the effectiveness of learning showed that 73.4% of students received clear levels of information. As many as 67, 9% of students stated that they were ready to accept learning, as many as 71% of students were motivated, as many as 58.7% of students stated that they were effective in terms of time, 63.5% of students felt that the learning objectives were achieved, as many as 67.9% of students stated that the use of LINE was quite attractive and interactive, and 71% stated that the use of the LINE application was sufficient to support learning. Students also conveyed that the advantages of this application are saving on internet quota usage, while the weakness of this application is the absence of a recording feature. The conclusion of this research is that students' perceptions state that using the LINE application is effective for learning. 5% of students felt that the learning objectives were achieved, as many as 67.9% of students stated that the use of LINE was quite attractive and interactive, and as many as 71% stated that using the LINE application was sufficient to support learning. Students also conveyed that this application's advantages are saving on internet quota usage, while the weakness of this application is the absence of a recording feature.

Keywords: Perception, learning effectiveness, online learning, LINE application, live features

The Effectiveness of Online Learning Assisted by Edmodo Application on Mastery of Science Concepts and Digital Literacy for Elementary Students

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Abstract: The world is currently faced with a covid-19 pandemic situation that affects the entire order of life. In the field of education, it requires alternative learning that can be implemented at home, through distance learning or online learning. Edmodo is an alternative that can facilitate the learning process online. This study aims to determine the effectiveness of online learning assisted by Edmodo on the mastery of science concepts and the digital literacy of elementary students. The method used in this research is pre-experimental with One Group Pre-test & Post-test design. The research subjects were students of class V SDN Jelegong 02 with a non-probability sample sampling technique from a purposive sample type. The research instrument used was a test of mastery of science concepts and a digital literacy questionnaire. The data analysis technique is by calculating the N-Gain score of each student and then categorizing it into high, medium, and low criteria and determining the effectiveness of learning based on the percentage of students who met the high criteria according to predetermined standards. The results showed that online learning assisted by the Edmodo application was effective for mastery of science concepts with low effectiveness criteria. The results of research on students' digital literacy in terms of individual competence, technical skill aspects, are at the advanced level with moderate effectiveness criteria. In the aspect of critical understanding, it is at an advanced level with moderate effectiveness criteria. Meanwhile, the communicative abilities aspect was at the medium level with low effectiveness criteria.

Keywords: Online Learning, Edmodo, Science Concepts, Digital Literacy, Elementary Students.

Android-Based Digital Media Analysis as a Futuristic Pedagogic Implementation In Improving Early Childhood Self-Image

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Abstract: The use of media in learning is one of the conditions for the learning process. The times have resulted in a variety of media used in the educational process, especially when technology has begun to be recognized and used by many people in every aspect of life. Pandemic conditions like now require its use in the learning process, of course, with various benefits and challenges. Early childhood education is the smallest unit of formal education which must be a forum for forming strong character from the start so that it has a strong foundation. Self-image is one of the things that has a strong role in a person's personality, the form of an individual image is reflected in mental attitudes and behavior based on the results of experience which ultimately become the strength or characteristic of each individual.

Keywords: Media, Pedagogic, Self Image, Early Childhood, Digital.

Analysis Of The Conceptual Understanding Of Elementary School Students On The Concept Of Fractions Through Distance Teaching Materials Using Whatsapp Group

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Abstract: Learning carried out from a distance has a negative impact on students in remote areas, especially in Panguragan, Cirebon District. This study aims to 1) analyzing conceptual understanding through interviews; and 2) analyzing conceptual understanding through test results. The research location is one of the elementary school in Panguragan, Cirebon District. The subjects in this study were students in grade 5 with a total of 24 students. Data collection techniques used in this study were through interviews and test results. The results of data collection were analyzed using descriptive quantitative data analysis techniques. From the results of interviews and test results, it was found that the student's conceptual understanding was still low. The average score obtained on conceptual understanding is only 28.50%. These results indicate that grade 5 students have a low mathematics conceptual understanding ability on fractions concept. This shows the need to improve the quality of learning through more creative and innovative distance teaching materials so as to improve student's conceptual understanding.

Keywords: Conceptual Understanding, Fractions, Distance Teaching Materials Using Whatsapp Group

A Literature Review: Flipped Classroom Model to Developing Students' Higher Order Thinking Skills

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Abstract: This article aims to discuss the implementation of flipped classroom model to develop higher order thinking skills in elementary school students. The research method used is a literature study to describe the application of the model flipped classroom based on several experts and based on supporting reference studies. The focus of the discussion in this study is on the implementation of the model flipped classroom to improve and develop the higher order thinking skills (HOTS) in learning activity. Flipped classroom is a student-centered learning model to improve the quality of learning in the classroom. This model utilizes technology that provides additional support for student learning from a variety of learning media that can be accessed online outside the classroom, then in the classroom followed by discussion activities about material that students have obtained outside the classroom. Thus, flipped classrooms allow students to have more learning opportunities both online and offline and can assist in developing their higher-order thinking skills to achieve the goals in forming HOTS.

Keywords: Higher Order Thinking Skills, Flipped Classroom

The Utilization Of Quizizz Learning Media For Learning Basic Education

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Abstract: This paper aims to describe the use of Quizizz as a learning medium. Learning with the use of technology with the Quizizz application besides being fun, challenging, and interactive will contribute to improving student competence and educator creativity. Quizizz is packaged in learning as part of a presentation of subjects, themes, topics of discussion. Quizizz with content can come from the creativity of educators in an effort to review lessons in an effort to evaluate the understanding and skills of students in absorbing lessons presented in the form of fun exercises or evaluations and can be done outside and inside the classroom as long as the learning support facilities and infrastructure can accommodate it. This paper is a literature review that digs from various sources, including books, journals and posts on the internet. The results of this paper show that there is a good influence from the use of Quizizz media on student learning at the basic education level. The conclusion is this paper shows that Quizizz can produce learning media that is creative, innovative and fun so that it needs to be used as a learning medium.

Keywords: Quizizz, Learning Media, Basic Education

Utilization of the Whatsapp-Based Internet for Elementary School Students during the Covid-19 Pandemic

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Abstract At this time internet has become one of a necessity for every human being, even up to elementary school student. Internet is used as a place to share an information and communication, one of the application that can be used is WhatsApp. Whatsapp is a long-distance messenger application that is almost used by people around the world, especially during the Covid-19 pandemic which requires all activities to be carried out at home, including school activities. Therefore, this article aims to discuss the use of the WhatsApp application in learning for elementary school student during the Covid-19 pandemic. Through this study, during the Covid-19 pandemic the use of the whatsapp-based internet was useful as a means of communication between teacher-students, teacher-teachers, and teacher-parents. In addition, the WhatsApp application is also useful as a media for sharing information about materials and tasks that must be completed at home. Thus, WhatsApp has become an important part of the learning process during the Covid-19 pandemic. This research was conducted using the literature study method, which is to collect journals related to the use of WhatsApp in learning during the Covid-19 pandemic.

Keywords: Internet, Whatsapp, Learning, Elementary School, Covid-19 Pandemic

The Effectiveness of Using Interactive Multimedia with Local Purworejo Culture on Learning Outcomes of Class V Elementary School Students

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Abstract: This aim is to determine the effectiveness of the use of interactive multimedia of the local culture of Purworejo on the learning outcomes of fifth grade elementary school students. This type of research in this research is descriptive quantitative research. The target of this research is the fifth grade elementary school students with a total of 22 students. This research design using One Shot Case Study. This study uses data collection techniques with the written test method. The test given is in the form of an essay question. The effectiveness of this study was obtained based on the number of students who obtained a completeness score of ≥ 70 as much as 75% of the total number of students. The results showed that the scores obtained by students who achieved the minimum completeness criteria were 19 students or 86.36% and those who obtained scores below the completeness criteria were 3 students or 13.64%. The average score was 80.2. Thus it can be said that the use of interactive multimedia is effective on student learning outcomes.

Keywords: multimedia, interactive, local culture, learning outcomes, Purworejo

Way Of Improving Learning Effectiveness On Educational Supervision Course In Covid-19 Pandemic: Development Of E-Learning-Based Teaching Materials

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Abstract: This research is motivated by the need of the availability of teaching materials for students as supporters of online/virtual learning during the Covid-19 pandemic. Availability of E-Learning-based teaching material is expected to overcome the problems faced by students, especially how they understand teaching material on the Educational Supervision Course. This study was designed to produce E-Learning based teaching materials for Educational Supervision as an effort to improve the effectiveness of learning. Development of teaching materials for Educational Supervision course is using ADDIE Model with the steps to apply this model sequentially include: (1) analyze, (2) design, (3) development, (4) implementation, and (5) evaluation. The result of this study is the implementation of using E-learning method requires instrumental support which includes the device or media used, readiness and the ability of lecturers to implement a virtual learning system, including teaching material as a single component in the learning system.

Keywords: Learning Effectiveness, Educational Supervision, E-learning based Teaching Materials, Covid-19 Pandemic

Learning from Home Activity Using Google Form Application toward Online Learning Asessment in Elementary School.

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Abstract: The research is based on the urgency of Indonesian learning in the Covid-19 pandemic situation. In the covid-19 pandemic, some strenuous effort is needed to prevent or stop the virus spread. One of action in dealing with the covid-19 pandemic situation is Learning From Home. One application that is used in Learning From Home is Google Form. This study aimed to determine the implementation of Learning From Home using Google Form application toward online learning assessment. The research used Pre-experimental design methods One Shoot Case Study type with grade 3 students of Cimahi City Elementary School as the research subject. The result showed that Learning From Home with google form application has the fluctuation in assessment result based on a theme with the same material delivery technic. This result means that variations of media are needed to increase learning online result.

Keywords: Online Learning assessment, Indonesian, Learning From Home, Google Form

Analysis of Online Based Learning on Teacher Professionalism in Elementary School during the COVID-19 Pandemic

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Abstract: The implementation of online-based learning as an impact of COVID-19 in Indonesia is the background for this study. This study aims to determine the effect of online-based learning on teacher professionalism in elementary schools. This study uses a qualitative descriptive method. The instrument used a questionnaire using google form. The population in this study were teachers in elementary schools. The sample in this study was 31 respondents. Based on data, it was found that teachers were able to master learning material in online learning, master competency standards, and basic competencies of subjects in online learning, to develop professionalism sustainably by taking reflective action. However, teachers have difficulties in developing learning materials creatively and utilizing information and communication technology in self-development in online learning. The obstacles that are felt by the teacher are the habit of face-to-face learning, school locations in rural areas have more difficulties in term of connection compared to urban areas, the teacher cannot directly control the student development process so that assessment is only carried out based on the assignments that have been collected only, not from daily activities.

Keywords: Online Based Learning, Teacher Professionalism, Elementary School, COVID-19, Education.

Online Learning Behavior During COVID-19 Pandemic toward Students' Digital Literacy Skills

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Abstract: COVID-19 pandemic changes the learning pattern in everywhere, including in Indonesia. This change raises the problems in elementary school. This study analyzed online learning behavior in elementary school and digital literacy skills of students during Covid-19 pandemic in Indonesia. The descriptive qualitative research method with survey techniques toward 60 respondents was employed to investigate online learning behavior and digital literacy skills. The finding and data on digital literacy indicator shows that the students have 8 elements of digital literacy, there are functional skills, creativity, critical thinking and evaluation, cultural and social understanding, collaboration, the ability to find and select information, effective communication, and e-safety. According to the data, the result shows that online learning behavior affects students' digital literacy skills.

Keywords: COVID-19 Pandemic, Online Learning, Students' Digital Literacy.

Students' Learning Motivation in Distance Learning During the COVID-19 Pandemic Period at Primary School

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Abstract: In the Corona Virus Desesase (COVID-19) pandemic situation teaching and learning activities are carried out by distance learning / online learning. This study aims to explain the learning motivation of students in participating in distance learning during the COVID-19 pandemic. This study involved 31 students of grade V one of the elementary schools in Bandung. This study uses a quantitative approach with a survey method using 25 statement items with a Likert scale that have been validated by experts using google form so that students can easily access it. The data processing technique used in this study was to calculate the percentage of data and an analysis was carried out on each indicator, namely indicators of self-desire, self-worth, concentration, enthusiasm, advice, and punishment. The results of this study indicate that the learning motivation of students during the COVID-19 pandemic shows a percentage of 70.3% with good criteria. Based on these results, it can be stated that learning in elementary schools during the COVID-19 epidemic can run well through a distance learning approach.

Keywords: Motivation, Distance Learning, COVID-19

Primary School Student Learning Motivation In Online Learning During The Covid-19 Pandemic

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Abstract: This article aims to explain the objective conditions of students' learning motivation in online learning in covid-19 pandemic conditions. This research uses a quantitative approach with survey methods. The subjects in this study were 95 grade 5 students at SDN 114 Bojongkoneng Cibeunying who learned to use online methods. The data collection techniques used in this study use survey techniques with likert scale. The research instrument used is a learning motivation questionnaire specially designed using google form. The number of statements used is 20 motivational statements learned. The data analysis technique used in this study is to calculate the percentage of each indicator, then interpret the score of the data presentation and analyze each indicator in depth. The results showed that students' motivational percentage scores in online learning in grade 5 of SDN 114 Bojongkoneng Cibeunying amounted to 80.27% in the excellent category. This research is expected to be an evaluation material, especially for education policy makers in organizing online learning in elementary schools related to motivation, and is expected to be a study material for other researchers to develop research on the motivation of learning students in online learning during the pandemic in elementary school.

Keywords: Online learning, Motivational learning, COVID-19 Pandemic, Elementary School

English Learning Application of Vocabulary Fruit And Vegetables For Class 2 Semester 1 Student Based On Augmented Reality

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Abstract: The Covid 19 outbreak has brought many problems in various activities, one of which is in the teaching and learning process. The subject of fruit and vegetable vocabulary is one of the materials which is memorization material so that innovation is needed to attract students' interest in learning these materials. The purpose of this research is to produce an Android-based learning media application that utilizes augmented reality technology with fruit and vegetable vocabulary material. This application was developed using the Unity 3D application with the CSharp programming language, in addition to other supporting software such as 3ds max for 3D modeling of fruit and vegetable objects, Adobe Animate and Photoshop for the interface design process and image design. The method used in this research is the Research and Development method using the ADDIE development model which includes the process of Analysis, Design, Development, Implementation and Evaluation. The result of this research is the creation of an English learning application for the vocabulary of fruits and vegetables in grade 2 semester 1 with the results of the feasibility assessment of media experts and material experts which is very good. In the results of trials with 20 students before and after using this application, there was an increase in the class average score of 2.6, from 5.2 to 7.8.

Keywords: Augmented Reality, English Learning, Fruit and Vegetables Vocabulary

Seesaw Based Digital Learning to Increase Higher Order Thinking Skills Of Basic School Students In The Pandemic Period

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Abstract: The purpose of this study was to analyze the effectiveness of digital seesaw-based learning in improving students' higher order thinking skills. This study uses Research and Development. The study procedure uses the dick and carey model which has ten stages. The instrument in this study used a questionnaire to determine the feasibility of the media in terms of expert validation and field testing and then used a test instrument to measure students' higher order thinking skills. Evaluation is carried out in three stage the first stage is expert judgment carried out by media and material experts. The step was carried out an evaluation of a small group of ten students. The test results state that digital teaching materials are suitable for use. To see the effectiveness of the product developed, the newest field group was followed by a total of 30 students at SDS Laboratorium. Analysis of test results shows the difference in learning outcomes between pre-test and post-test. Judging from the average value, it shows that the digital teaching materials based on seesaw developed are effectively used in improving student's thinking skills of elementary school students. The novelty of this research includes the digital learning design developed by the researcher which is integrated with the aspects of high-level thinking skills of students and researchers combining several applications such as powtoon, phet, video scribe which are packaged in the seesaw platform. Of course, the results of this study can be a very interactive digital learning innovation and can increase student's higher order thinking skills in the pandemic period.

Keywords: digital learning, seesaw, student's higher order thinking skills

The Effect of Online Learning on Learning Interest and Digital Literacy of Students in terms of Gender (Gender-Based Comparative Causal Study of Students' Learning Interest and Digital Literacy in Distance Learning Due to the Covid-19 Primary School Pandemic)

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Abstract: The implementation of online learning in elementary schools since the spread of the COVID-19 virus in Indonesia, so the background of this study is to determine the effect of learning interest in online learning on students' digital literacy in terms of individual competence based on gender. The method used is causal comparative. The instrument in the form of a questionnaire regarding interest in learning and digital literacy in terms of individual competence based on gender. Data was collected using google form. The study population was students at SDN Sukamukti 02, with random sampling of 300 students, consisting of 175 girls and 125 boys. The research findings obtained are (1) there is a significant difference between the learning interest of male and female students with sig. 0.007; (2) there is no significant difference in the digital literacy skills of male and female students with sig. 0.091. So the conclusion is that online learning that is carried out shows that there are differences in the learning interests of male and female students. However, the digital literacy skills of both male and female students during online learning did not show a significant difference. So it can be said that the digital literacy skills of students are equal.

Keywords: Online Based Learning, Interest, Digital Literation,

Analysis Of Students 'Understanding Of Adapted Topic Using The Whatsap Group, Learning Video And Assisted Module

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Abstract: This study aims to determine the extent of students' understanding in online learning by using instructional videos and whatsapp group assisted modules. The method used in this study is a pre-experimental method with one group pretest-posttest design. The research subjects were sixth grade students in a public school in Bandung who were selected by purposive sampling technique. The data analysis used in this research is descriptive quantitative. The instrument used to explore the conceptual understanding was a test with two tiers of 20 questions. The first level questions are in the form of multiple choices with four choices to determine the answer, while the second level questions ask for reasons for choosing the answers in the first level. The research findings show that after implementing online learning using instructional videos and modules, students' understanding has increased quite significantly as indicated by the n-gain value from the low category to the high category. Analysis of the level of understanding of students shows changes towards the better at each level.

Key words: learning videos, modules, whatsapp groups, student understanding.

Civic Education Learning In The 21st Century Skills-Based Digital Era

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Abstract: The existence of Citizenship Education in the face of the development of the Industrial Revolution 4.0 era is very much in line with the current digital era, namely digital citizenship based on 21st-century skills which all lead to strengthening Pancasila and the 1945 Constitution of the Republic of Indonesia in the actions and behavior of students. The purpose of this research is to provide an overview and describe the learning model of citizenship education in the digital era and to foster a skill-based understanding of student learning literacy in the 21st century. The method used is a descriptive qualitative approach and data collection techniques using literature studies. The implication of this research is to form and have an impact on changing the competency demands of students in the 4.0 era that must be owned by the output and process of learning education, especially Citizenship Education.

Keywords: Civic Education Learning, Based Digital Era, 21st Century Skills.

Learning of Dancing Creation for Deaf Student In SLB B Sukapura Bandung

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Abstract: The potential of Deaf Students can be developed and optimized through the appropriate education. Dancing creation Learning is an alternative educational learning in developing interests, talents, and potential students in the dance sector. Through the school services which has extracurricular art of dance, students are expected to develop their potential optimally. The research purpose is to get a real representation of Dancing creation Learning on deaf students at SLB-B Sukapura Bandung. This research used qualitative approach within case study method. Data collection was done through observation, interview, and documentation during research. Examination Technique of data validity used triangulation technique. Based on results, this research shows the accordance with needs, interests and talents of children during the process of learning program that made. Nevertheless, there is improvement in terms of evaluation needed, the teacher should have to use appropriate evaluation tools based on students needs to know the weaknesses on the learning

Keywords: Learning, dance creation, deaf student.

Multiple Intelligences of Early Childhood in Creative Dance

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Abstract: Early Childhood Education (PAUD) activities are designed to optimize all aspects of child growth and development including multiple intelligence. Some of them are kinesthetic intelligence, musical intelligence, interpersonal intelligence and intrapersonal intelligence. These aspects of multiple intelligences can be developed through creative dance. The purpose of learning creative dance in this research is not to make children into professional dancers, but creative dance is used as a learning method. This study aims to describe the multiple intelligence of early childhood in the process of implementing creative dance learning. Through descriptive qualitative research methods, researchers revealed the multiple intelligences of children in the implementation of creative dance learning by one kindergarten teacher in Purwakarta. The subjects in this study were teachers and early childhood with an age range of 5-6 years, total 20 children. Data were collected through observation, interview, documentation and strengthened by literature review. The data obtained were then analyzed descriptively with the stages of data reduction, data display, and verification. The results showed that learning creative dance can develop children's multiple intelligences.

Keywords: Multiple Intelligence, Early Childhood, Creative Dance

Study of Decimal in elementary mathematics textbooks from Ministry of Education and Culture of the Republic of Indonesia

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Abstract: Textbooks are still used as the main learning resource used by teachers in school. The book must provide content that is very supportive in helping students to achieve understanding related to a topic. This study aims to analyze how decimal material is studied in mathematics textbooks published by the Ministry of Education and Culture of the Republic of Indonesia. The analysis focuses on the content and presentation of math problems available in books. This study uses a qualitative approach with analytical methods. Research findings show that the decimal material focuses more on procedural knowledge than on trying to deepen conceptual understanding. The problems in the book are dominated by problems that only reveal procedural knowledge. There are no questions that reveal representation skill, reasoning, and conceptual understanding. Based on this research, it appears that teachers should make more efforts to find learning resources that more supportive of success in learning mathematics. Because the success of learning mathematics can be seen from the development of mathematical proficiency, not only in computational or numerical skills.

Keywords: Decimal fraction, mathematics textbook, elementary school, analysis.

The Development of Picture Book Based on Character Building to Improve Literacy Culture In 2nd Grade Elementary School

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Abstract: The aim of this research was to produce the picture book based on character building to improve literacy culture in 2nd Grade elementary school. Picture book is a book which elaborates text with illustration to build children interest in reading. Picture book is able to tell stories, elaborate concept or impart information all essential to the learning, growing Child. The method of this research was research and development (RnD) by using Borg and Gall's Theory. The Data was taken by nine steps, they were: research and data collection, planning, development of draft product, preliminary field trials, revise the result of trials, field test, improvement of field test result, field test implementation, and improvement of the final product. The respondents of this research were an expert material lecture, an expert a linguistic, an expert media lecture, 13th second grade students in SDSN Bendungan Hilir 12 I, 21st second grade students in SDS Ar-Rahman Motik. The results showed the picture book based on character building to improve literacy culture in 2nd grade elementary school is indicated as a very good category. It shows from the average score of 97,1% according to experts, 96,6% by small group evaluation, 94,33% by field test evaluation. This picture book is very good to make children interest to improve literacy culture especially to interest in reading activity because reading is the key to improve literacy culture since elementary school.

Keywords: Picture Book, Literacy, Character Building, Research and Development

Development of Integrated Science Learning through Lesson Studies Using A Problem-Based Learning Model

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Abstract: Science teachers at secondary schools are required to have interdisciplinary competence to apply the integrated concept in teaching science. This is a challenge for science teachers, and not to mention the fact that many science teachers at secondary schools graduated from Physical Education, Chemistry and Biology. This study aim: 1) to obtain an integrated science learning model based on the most appropriate problems through lesson study, so as to improve students' scientific work. 2) to determine the effectiveness of the integrated science learning model by using the Problem Based Learning model in improving scientific work skills and students' activity. The research strategy used in this study is Education Research and Development. This study is a qualitative research and the data analysis technique used in this research is descriptively to analyze the development of science learning and the results of student activity observations. The result of the study shows that 1) through lesson study, science teachers can share experiences and exchange ideas for solutions to various problems that are often faced in their respective schools and collectively compile lesson plans. 2) The application of the learning process planned through lesson studies with using the Problem Based Learning model improves students' scientific work skills and activeness. The conclusion of this study is the development of learning through lesson studies using a problem-based learning model can improve students' scientific work skills and activeness.

Keywords: Development, Integrated Science, Lesson Study, Problem Based Learning.

Local Wisdom Values in daily e-Learning activities on Covid-19 Pandemic: How do Teachers construct the content and attitude habituation to students?

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Abstract: Every Local wisdom has different values to others which can affect teacher's way to teach student in learning activity. At normal class teacher can construct it to student as content learning or as attitude habituation by observing student at the class. But covid-19 pandemic has change learning activity into e-learning which students and teacher communicate by virtual mode. This research describe how teacher construct local wisdom value in e-learning activity. The data is collected by interview 4 teacher taught in different ethnic. The interview found that every teacher uses local wisdom as content learning according the theme. Teacher also use daily student journal to observe student's attitude habituation whether suit to local wisdom value. Local wisdom values support character education, so must be teach in balance as a content and as student's attitude habituation.

Keyword: Local Wisdom, Value Education, karakter education, e-learning.

Development of Student Worksheets Based on Inquiry To Improve Critical Thinking Skills In Science Learning Of Elementary School Students

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Abstract: This research is motivated by the ineffectiveness of the teaching materials circulating in improving students' critical thinking skills at Elementary School. This study aims to (1) describe the criteria for the development of inquiry-based LKPD; (2) Knowing the eligibility criteria of inquiry-based LKPD and (3) Knowing the improvement of critical thinking skills using the developed LKPD. This type of research is research and development using a 4-D model which consists of the defining, design, development and dissemination stages. The results of development and research show that (1) The characteristics of inquiry-based LKPD include the stages of fostering responsive activities, posing problems, asking questions, formulating hypotheses, testing hypotheses and drawing conclusions; (2) The LKPD eligibility criteria based on validity value of 3.67 (very valid) and practicality value of teacher and students of 3.5 and 3.6 (Excellent) and (3) Worksheet There was an increase in students' critical thinking skills with an N-gain score of 0.68 (medium category). Based on these results it can be concluded that the student worksheet based on inquiry is feasible, practical, and effective in improving students' critical thinking skills in Science Learning at elementary school.

Keywords: Student Worksheet, Inquiry, Critical Thinking Skills, Science Learning

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