

The Use of *Wordwall* Learning Media on Student Interest and Motivation in IPAS Learning in Elementary School

^{1,2} Vita Nur Hidayah ¹, ² Ana Andriani²
{vita[hidayah21@guru.sd.belajar.id](mailto:vita_hidayah21@guru.sd.belajar.id), ¹, anaandriani@gmail.com²}

SDN 2 Karangtengah ¹, Universitas Muhammadiyah Purwokerto²

Abstract. Learning media is a teacher's need to facilitate students' understanding of learning concepts. Learning with *Wordwall media* is very helpful for students when mastering material in learning. The purpose of this study was to determine the use of *Wordwall* applications on student interest and motivation in IPAS learning in elementary schools. The method used in this research is qualitative research method. This activity is aimed at fourth-grade students with a total of 20 students. This study shows the results that there is a significant change in student attitudes after using *word wall* media-assisted learning. These changes can be seen from the results of student learning and the results of observation evaluations which can be seen using several indicators, including (a) Active student activities when participating in learning activities as evidenced by filling out attendance, (b) Students are very active when given assignments on time, (c) Ask about material that is not understood. The situation is very different from learning activities as usual, when the teacher tells students to read or when the teacher tells children to record material in the topic book. This study concluded that the use of *word wall* learning media in IPAS subjects in class IV can increase students' interest and motivation to learn.

Keywords: *Wordwall*, interest, learning motivation.

1 Introduction

Education is a means to improve the quality of people. The quality of people depends on education. Education also means the determining factor of a nation's progress, so education is the most important field in human life. The way to change the quality of students, in general, is to develop their intellect.

The purpose of education is to improve students' abilities to become pious, virtuous, experienced, creative, independent human beings and democratic and responsible members of society [1]. The main purpose of education is to produce a group of people human beings of good character, humane, and able to educate themselves, reduce the difficulties of life development and pass and overcome their problems.

Learning means a type of direct effort to gain knowledge, educate oneself, and make changes in behavior due to knowledge and experience [2]. In general, learning is an activity or activity made to educate and acquire knowledge and information derived from experience. A primary school is a unit whose study program lasts for six years. The purpose of primary school education is to deliver 1) reading skills, 2) basic knowledge and skills that are useful for students according to their development, and 3) prepare learners for higher education. Conducting

learning assessments using traditional paper and pencil tools makes students easily bored, less enthusiastic, and less motivated in doing their assessments. This can have an impact on the low academic achievement of learners.

Conducting learning evaluations using paper and pencil tools makes students feel bored, less interested, and less motivated. This can have an impact on the low academic achievement of students. Assessment is the process of collecting and processing information to achieve student learning outcomes [3]. This process is carried out using different assessment techniques, using different instruments from different sources to add to the whole. Assessment is a new program as a form of evaluation or measurement of the quality of education [4]. This program replaces the National Exam (UN) which was implemented by Law No. 20 of 2003.

Learning media is a teacher's need to facilitate students' understanding of learning concepts. The purpose of educational media is to assist the learning process so as to improve the quality of the learning activity process [5]. In general, learning media is useful to facilitate communication between teachers and students so that learning is more efficient and effective, teachers have the responsibility to plan fun learning according to student needs so that learning becomes interesting and fun.

Lack of mastery of technology by teachers and students, and inadequate facilities infrastructure, as a separate problem. The lack of providing an understanding of student activities related to understanding the concept of inadequate material in learning directly leads to a decrease in the quality of education and is closely related to using the efficiency achieved [6]. Meaningful learning is learning that students need, so that students can be directly involved in learning [7]. Learning occurs in accordance with learning objectives, teachers must be able to develop reasoning abilities, thinking skills, and students' self-perception of learning. Understanding the meaning of learning outcomes must start with the concept of learning itself. In publishing online learning materials, which also need to be adjusted to the educational level and needs of learners, teachers must have a positive mindset that comes with creative solutions to provide this achievement. The education received is delivered correctly and of high quality.

The results of the interview with the class teacher stated that "Low interest and motivation in the students themselves so that it greatly affects the performance of the students so that innovation can be expected related to the learning carried out by the teacher" so that perceived problems and difficulties can be resolved immediately. An interactive learning environment is needed as a solution to this problem. A learning environment that anyone can use easily. Therefore, researchers are interested in research related to interactive learning environments so that they can be used in class IV IPAS learning.

The use of digital media is currently needed because high technology is used in almost all areas of life, and the use of technology in teaching is a good success to achieve learning goals. One of the learning tools for learning assessment that is interesting and can overcome the boredom of students is the use of digital-based learning. An example of using a learning environment comes from the Wordwall application. Wordwall media can build communication that is beneficial to learners [8]. Wordwall can be used either as a teaching tool or as a medium used by students in the concept of learning activities [9].

In Wordwall, there are advantages including that the application is a free application for basic options, with several templates to choose from. The finished game application can be sent directly via WhatsApp, Google Classroom, or supporting web applications. The Wordwall application shows a wide variety of games similar to crossword puzzles, quizzes, floating cards, and so on. Another advantage is that the finished game can be printed in PDF format, making it easier for students who have network problems [10]. That the application aims to help students find out more about various things online and is practically used to identify learning media so

that the achievement of students can be achieved according to the target. This study aims to determine that using Wordwall media can be used in IPAS learning in grade IV.

Azizah found in her research that the use of Wordwall media can increase students' vocabulary in Arabic learning activities [11]. Wordwall media can increase the skills of deaf students [12]. The research is limited to the materials used and the tools used to process the materials. The research can be used as a benchmark and source of information regarding media that can be used by other teachers when teaching subjects at the secondary school level. The research can be used for future researchers.

2 Research Methods

2.1 Research Desain

This study uses qualitative research with observation and interview methods. Perception is used in order to monitor activities directly in learning activities related to the use of *Wordwall* learning media in IPAS learning. The interview method was used as information regarding *Wordwall* in IPAS learning.

2.2 Subject Of Study

The research was conducted at SDN 2 Karangtengah Korwilcam Wangon, Banyumas Regency. The research subjects were fourth-grade students of SDN 2 Karangtengah with a total of 20 students. Information from the findings was then presented to convey an overview of *Wordwall* media learning in IPAS learning in class IV. This research uses observation and documentation techniques. The instruments used observation sheets and documentation.

2.3 Instrument Of The Study

The analysis method used in this research is interactive data analysis the data analysis process includes data collection, data reduction, data presentation, and conclusion drawing/verification [13]. In this study, researchers used source triangulation techniques and technical triangulation techniques. Technical triangulation is a technique of testing the credibility of information by verifying information from the same source using different techniques, while source triangulation is a technique of testing the credibility of information by verifying the accuracy of information obtained from several sources [14].

2.4 Research Procedure

The research procedure was as follows:

- 1) Identify of subject research.
- 2) Perform data collection.
- 3) Data analysis.
- 4) Interpretation and conclusion.
- 5) Write and report.

3 Results and Discussion

3.1 Definition of Wordwall

Boredom using something monotonous can happen anytime and anywhere. Creativity and innovation must be done in educational media to increase student interest and motivation in learning. When students' enthusiasm and motivation begin to disappear, it is the teacher's job to be able to restore the students' interest and motivation. The way to do this is to use a different learning environment that is common in previous studies with the media used in IPAS learning for grade IV teachers, namely using *Wordwall* media. *Wordwall* is a media application that is used as a learning environment, learning origin, and sense of assessment for teachers and students. *Wordwall* also provides a model of teacher creation in learning activities so that it helps teachers become more creative. Educational media can be interpreted as a web to form a fun quiz-based game. *Wordwall* can be used in planning and monitoring learning.

3.2 Definition of Motivation and Interest in Learning

A learning atmosphere that is not the same as using learning in general by involving learning while playing makes students like and this atmosphere is likely to affect learning, especially its effect on learning motivation. Motivation is the encouragement of students themselves in order to achieve the desired learning goals so that their enthusiasm for learning will increase [15]. Interest in learning interest or attention to an action that arises from a person's internal drive that can benefit brings joy and longer gives him satisfaction [16]. Another definition of interest in learning is interesting in the inner work of learning and is achieved through effort and implementation with functions and several indicators are showing interest in learning benefits, reading textbooks, forms of effort to understand the subject matter from the classroom asking the teacher, asking friends, people, and work some questions from the teacher [17].

3.3 Influence of motivation

Motivation is influenced by several factors, namely. learning 1) Interest, if the interest is implemented hard in such a way that the motivation to learn decreases. 2) If expectations are achieved with great support and encouragement so that great expectations can realize dreams 3) fitness when a person's form deteriorates, learning functions are disrupted due to physical and mental conditions, thus increasing motivation and desire to learn [18]. Learning motivation can really lead to guaranteed learning activities. The continuity of learning and directing student motivation as a whole so that learning objectives can be achieved [19].

3.4 Steps to Use The Wordwall App

The steps to use the *Wordwall* app are as follows: 1) Of course, to use this application as a learning resource, the first step is to form or register an account at <https://wordwall.net> and then fill in the information listed in the application 2) Select *Create Activity* then one of the templates found in the application 3) Write the name and description of the *game* 4) as the last step select *Done* after we are done. used during online learning where class IV teachers prepare materials. 1) Select *Create activity* then select a *template* 2) Include the title and description of the game 3) Select *Done*, in the final step when you have finished creating it. Examples of the application of *Wordwall* media in IPAS learning when used in learning and then applied to students.

The steps in its use are as: The teacher opens and starts the learning activities in the class by reading prayers together first, the teacher takes attendance of students, the teacher communicates the objectives, and directs the learning to end. The teacher tells students to click on the *link* that has been made by writing their identity then click the *start* button. Then the quiz appears in the form of *games*. If there are still many mistakes, you can try *again* by clicking

start again, to see a summary of students who work using dots and timers, we can open the word wall by clicking on my results. the teacher can see who is working on it, the rank/score, and the time it took to complete it. On the *Wordwall* app, students can redo the task. If they make mistakes and answer questions or fail challenges to get a high score.

The templates in this application program are also versatile. In the *Wordwall* application, learners who answer questions can find the correct or incorrect answer selected to display the answer. In addition, learners can also see directly to get points and learners can see the leaderboard or table by clicking on the investment. The highest ranking is influenced by the speed and accuracy in completing challenges and answering questions correctly.

The use of the results of the application, namely *Wordwall* media, can increase student interest and motivation to learn. This can be seen from the angle of student performance, observation of assessments measured using several indicators, including (a) Active student activities when participating in learning activities as evidenced by filling out attendance, (b) Students are very active when given assignments on time, (c) Ask about material that is not understood. The situation is very different from learning activities as usual, when the teacher tells students to read or when the teacher tells children to record material in the topic book.

This study found that by using *Wordwall* media students' interest and motivation increased can be shown in the behavior of students who are active in learning activities. When it is difficult to answer questions, on activities in *WhatsApp* a group on the fulfillment of their daily attendance as well as student performance in collecting assignments.

4 Conclusion

Wordwall learning is part of a learning environment that is easy to use when learning and can increase student interest and motivation. *Wordwall* can be used as a disposable learning media. This media is very easy and cheap to use, this media also has many other ways of presenting material and questions so that teachers are able to use other options for compressing objects with fun and diverse media so that students are active and interested and motivated can increase so that learning is in accordance with the 21st century.

Learning through *Wordwall* media does not prevent teachers from doing ways and innovating through technology, in the media including there is an element of play in learning so that students are very motivated to carry out learning activities, so that students will also become more active. Students are also accustomed to active learning and completing assignments on time. one of the teacher strategies that can be implemented so that students are motivated to learn so that they have time to complete assignments appropriately is using *wordwall* learning media applications

5. References

- [1] Law Number 20 Year 2003 on the National Education System.
- [2] KBBI. (2008). Kamus Besar Bahasa Indonesia Edisi Keempat. Jakarta: PT Gramedia Pustaka Utama.
- [3] Permendikbud. (2016). Number 23. Education Assessment Standards.
- [4] Permendikbud. (2021). Number 17. National Assessment.
- [5] Satria Utama Rizal, et al. (2016). Learning Media. Bekasi: CV Nurani.

- [6] Fiantika, F. R. (2013). Implementation of APOS Theory (Action, Process, Object, Scheme) in ACE (Activities, group Discussion, Exercise) cycle on the main subject of Drawing Quadratic Function Graph. In National Seminar on Mathematics Education (pp. 375-383).
- [7] Rachmadtullah, R. (2018). Critical Thinking Ability and Self-Concept with Civic Education Learning Outcomes of Grade V Elementary School Students. Jakarta Open University Journal.
- [8] Maghfiroh, K. (2018). The Use of Word Wall Media to Improve Mathematics Learning Outcomes in Grade IV Students of MI Roudlotul Huda. *Journal of Teaching Profession*, 4(1), 65.
- [9] Pranata, I. P. W., Agung, A. A. G., & Jampel, I. N. (2021). Development of Interactive Learning Media Based on Articulate Storyline in Science Subjects for Grade VII students. *Mimbar Ilmu*, 4(1), 122-130.
- [10] Putri, M. (2020). Effectiveness of Using Wordwall software in Online Learning (Online) Mathematics in Sapta Cahah Material. *UIN Syarif Hidayatullah Jakarta*, 1(1), 145-165.
- [11] Azizah, H. N. (2020). Improving Arabic Vocabulary domination through the use of Wordwall Media. *Alsuniyat*, 1(1), 1-16. <https://doi.org/10.17509/Alsuniyat.V1i1.24212>.
- [12] Bachry, H., Yuwono, J., Utami, Y. T. The use of Wordwall Media to improve Continuous Upright Writing Ability (*Single Subject Research Study* in Deaf Students of Class III at Skh Negeri 02 Kota Serang Banten).
- [13] Sugiyono (2015). *Combination Research Methods (Mix Methods)*. Bandung: Alfabeta.
- [14] Sherianto, Wordwall, Play while Learning application, (<http://www.cocokpedia.net/2020/07/wordwall-aplikasi-bermainsambil-learning.html>, accessed on April 4, 2023 at 10.30 WIB).
- [15] Zahro, M., & Surjanti, J. (2021). *EDUCATIVE: JOURNAL OF EDUCATIONAL SCIENCE The Effect of Self-Regulated Learning and Self-Efficacy on Students' Economic Learning Outcomes in Online Learning in the Covid-19 Era*. 3(4), 1470-1479.
- [16] Susanto, Ahmad. (2016). *Learning and Learning Theory in Primary Schools* First Edition. Jakarta: Kencana Prenadamedia Group.
- [17] Kartika, S., Husni, Saepul, M. (2019). The Effect of the Quality of Facilities and Infrastructure on Student Learning Interest in Islamic Religious Education Learning. *Journal of Islamic Education Research* 7 (1): 113.
- [18] Octha. (2020). The Effect of Distance Teaching on Learning Motivation of Poltekip Cadets Level III Correctional Management. *PeTeKa (Journal of Classroom Action Research and Learning Development)*, 3(2), 73-84.
- [19] Maheswari, G., & Pramudiani, P. (2021). *Educative: Journal of Education Science*. the impact of using Animaker Audio Visual Media on the Motivation to Learn Science for Elementary Students. 3(5), 2531-2538.