

# Quantum Learning Model at Early Children's Institutions in an Effort to Increase Children's Learning Interest

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**Abstract.** The quantum learning model prioritizes a fun and useful learning process. In early childhood education institutions, this learning model is very appropriate to be applied to attract children so that the learning process is not boring. With a fun learning process as a stimulus for children's learning interest is very good. The purpose of this research is to find out how the concept of the quantum learning learning model increases children's learning interest. The research method used in this research is in the form of library research or library research. The results of the study are expected to be successful in the quantum learning learning model carried out by creative educators in early childhood education institutions.

**Keywords:** Quantum Learning Model, Early Childhood Education Institutions, Interest in learning.

## 1 Introduction

Early childhood in the 0-7 year age period is said to be the golden age, where their brains are able/quickly responsive to stimuli given by adults. This stimulus is mostly carried out in educational institutions. Early Childhood Education Institutions are educational institutions that have various learning models that are varied in order to develop aspects of child development optimally. Early childhood really needs to be given educational stimulation as a form of assistance in its development process. In providing stimulus to children, it must also be right on target, because early childhood is different from adults. Learning in Early Childhood Education Institutions must be designed according to their needs as children, and most importantly for them not to be boring.

Early childhood is synonymous with play, so learning should be carried out according to their characteristics and characteristics. A fun learning process will definitely foster a higher child's interest in learning. They will be more enthusiastic and responsive to the material provided by the teacher or educator.

One model or fun learning for children is Quantum Learning. Quantum Learning is a fun and structured learning model with various strategies, instructions, tips, examples of implementation in the field that can be used as guidelines in learning. This quantum learning learning model awakens children's interest and enthusiasm for learning. This learning model is also categorized as a learning model that focuses on learning so that it provides significant benefits for students, besides that quantum learning also focuses on the happiness (pleasure) of students [1]. Quantum

learning is considered appropriate to be applied to Early Childhood Education Institutions because it is fun and not boring.

Childhood is often seen as the golden age for the implementation of education, which means that childhood is a very fundamental phase for individual development because it is in this phase that the formation and development of one's personality takes place. According to Montessori, children are a separate pole of the world of human life. The lives of children and adults are seen as two poles that influence each other. Montessori considered that education is an effort to help the development of children as a whole and children have strong motives towards forming their own souls. According to Ki Hajar Dewantara, children are born with their own nature and character. Education only guides the development of the natural strengths possessed by children in a better direction. There are 6 main ways of implementing education, namely giving examples, habituation, teaching, orders, execution and punishment, behavior and self-discipline, physical and spiritual experiences [2].

Learning and learning are the main activities in the educational process. National education in Indonesia is defined as a conscious and planned effort to create a learning atmosphere and learning process, so that students actively develop their potential. Learning and learning take place in a process that starts with planning various components and learning tools so that they can be implemented in the form of educative interactions [3].

The development of personality and individual behavior is greatly influenced and influenced by learning. Learning affects almost every area of a person's growth. Learning makes one aware that good and bad behavior can occur. In a broad sense, learning is a process that allows the emergence or modification of a new behavior that is temporary and not related to maturation as a result of the development of the main response. Learning is an activity, both physical and psychological, that produces new changes in behavior in individuals who learn in the form of relatively constant abilities and are not caused by maturity or something temporary.

According to David Ausubel meaningful learning is a process of linking new information to relevant concepts contained in one's cognitive structure, where one acquires knowledge. Cognitive structure includes facts, concepts that students have learned and remembered [4].

Learning is an educator's effort to realize the process of acquiring knowledge, mastering skills, and forming attitudes and beliefs in students. In other words, learning is a process that facilitates students to learn well.

Education that is carried out from an early age has a very large influence on life in the future. Development of children's abilities can be done with meaningful education. Meaningful education can be carried out with several components, namely: maturity, readiness, learn by doing, learning packaged in the game, fun learning, discovery learning, environment, experience, deep knowledge [5].

## **2 Research Methods**

This study describes the application of the quantum learning learning model in early childhood education institutions with the style of library research (library research). Literature study research is a variety of activities related to methods library data collection, by reading, taking notes, studying, and analyzing and processing data to produce a new research. Researchers do a treatment (action) in carrying out research that uses a variety of sources of literature that aim to obtain the desired data/information said to be library research [6].

Source of data in this research is taken from several analysis results literature and based on several previous studies. While the data collection technique in this research is done by

analyzing theories based on existing books, scientific journals, the web, and others relation to the research theme to be studied. This research was conducted for find out the application of the quantum learning learning model in children's educational institutions early age.

The data analysis technique was carried out aiming to find out the quantum model learning in early childhood learning. So, this research will be conducted through literature study process or library methods, so that the data will be obtained from results of analysis of books and scientific journals.

### **3 Results and Discussion**

#### **3.1 Play and a Fun Environment as a Stimulus of Children's Learning Interest**

A series of theories on how to do fun learning activities is the Edutainment learning theory. This theory-based learning is one of the keys to achieving success in learning activities, because it makes it easier for children to understand learning material [7].

Children's world is a world of play, and through play, they learn lessons about cognitive, social, emotional, and physical development. Play is a fun activity for children and a vehicle for them to learn in their early years because it gives them the opportunity to explore, discover, express emotions and be creative. Playtime activities are also directly related to children's cognitive growth [8].

Instructional, purposeful playing of games while learning is known as "learning through play." In learning through play, children are exposed to various game scenarios to help them actually experience the game. They get a lot of knowledge from this game, often without realizing it. Almost all play activities are beneficial for the development of children. Along with skills, other areas of growth include cognitive abilities, creativity, language skills, independence, and physical abilities. Enjoyable environments based on the responsibilities assigned to them.

According to experts, children learn through play because they are naturally curious, like to shape and manipulate objects, like to imitate adults, need to be involved in physical activities, want to express themselves artistically, and want to communicate and share experiences. Children learn about themselves, the people they live with, and their environment through play in addition to using it as a tool for exploration and learning. Therefore, the child's play environment, both physical and psychological (values and norms), greatly influences the learning process that will be accepted by children. Likewise the cultural environment, especially the local culture where children live will also play a very important role in shaping the character of children in receiving learning about themselves and their world [9].

Through play activities all the senses of early childhood are expected to function optimally so as to stimulate their reasoning abilities. During play there are various explorations, discoveries, creations, development of intellect, language development, fine motor development, gross motor development, habit of sharing, playing together, imagination, and creativity [10].

Fun learning in early childhood is not only through playing, a pleasant environment also influences children's learning. Montessori, like Piaget, considered the environment as the main key to children's spontaneous learning. The environment here should be fun for children and also provide opportunities for the development of each individual's potential. According to Montessori, children are active agents in their environment, while teachers are facilitators who help children's learning and development.

A pleasant environment is something, both animate and inanimate objects, around an individual that can make him happy, happy, and arouse his feelings of joy. In the context of early childhood education, a pleasant environment means everything that surrounds children and makes them

happy. That joyful environment with availability and accessibility, freedom of movement and choice, full of personal responsibility, real and natural, and beautiful and harmonious. The implication is that equipment in PAUD should not be difficult for children to reach and always be there when needed [10].

Children also should not be allowed to feel confined in a confined space. Take time for children to be in touch with the real and natural world, not human formations that are thrown from natural, let alone abstract impressions. Let the child exercise independence and responsibility, that is, stay away from unnecessary intervention from adults. A place to learn that is simple, beautiful, and harmonious is better for children than a place that is glamorous or filled with glittering decorations.

Teachers need to create a pleasant atmosphere so that students do not feel burdened. The teacher delivers material using learning methods based on student interest, having different interests, talents and abilities. To develop wealth in the form of interests, talents, and abilities that exist in each student, concepts and strategies are needed in learning.

### **3.2 Implementation of the Quantum Learning Model in Early Childhood Education Institutions**

Quantum Learning is rooted in the efforts of Dr. Georgi Lozanov, who experimented with what he called "suggestology" with the principle that suggestions can and must influence the outcome of learning situations. He uses a variety of methods, such as comfortable student seating, background music in class, encouraging individual involvement, using posters to make a strong impression and providing teachers who are well trained in the art of suggestive teaching. The elements in quantum learning are entertainment, games, colors, positive thinking, physical fitness and emotional health. All of these elements work together to produce an effective learning experience. In addition, quantum learning includes important aspects of the neurolinguistic program (NLP), namely a study of how the brain organizes information, the relationship between language and behavior that can create a relationship of understanding between students and teachers [8].

#### **3.2.1 Principles of Quantum Learning**

Five main principles of Quantum Learning according to DePorter and Hernacki [8] : everything talks, everything has a purpose, experience before naming, acknowledge every effort, if it is worth studying it also worth celebrating.

#### **3.2.2 Benefits of Quantum Learning Model**

##### **3.2.2.1 Positive attitude**

Positive suggestions will direct the child's mind towards the feelings and behavior of a desired situation.

##### **3.2.2.2 Motivation**

Motivation determines the intensity of a child's effort in learning, with motivation it can give birth to good achievements.

##### **3.2.2.3 Lifelong learning skills**

By studying quantum learning, a person will get learning techniques or skills. These skills are very useful to be able to learn more effectively.

##### **3.2.2.4 Confidence**

By knowing and implementing some of the skills that exist in quantum learning, a person will feel confident in their potential.

##### **3.2.2.5 Success**

By following the instructions in quantum learning, a person will experience satisfying results in achieving success with enthusiasm and joy [11].

In implementing learning with the quantum learning model, creative learning media is also needed. The role of the media in communication in early childhood is a concrete concept. The principle of concreteness requires media as a channel for conveying messages from teachers to early childhood. The hope is that with messages through concrete media, early childhood experiences changes in behavior in the form of knowledge, attitudes, and skills. Where learning media include graphic media, three dimensions, projection media, even the use of the environment as a learning resource.

The first step in the concept of quantum learning is Grow, the purpose of growing here is growing the importance of the material to be studied, namely growing the motivation and activity of students so that they can be actively involved in the learning process. For example by giving ice breaking or playing clapping. This will foster students' enthusiasm for learning, where ice breaking (making physical games) and clapping involve body movements so that the children's muscles move more and more blood circulation gets hotter which will foster more enthusiasm in children so that their interest in learning will increase. This is the beginning of growing children's interest in learning.

The second step is Natural, the meaning of natural is learners must experience and feel what is being learned. Experience step. This can be done with the teacher bringing real material so that the child can experience in real what is learned, as well as by inviting children to experience and feel what is being learned by inviting they explore the material in various ways, for example bringing directly to scene, via video. By going directly to the scene, such as a rice field, the child will be able to see or directly observe objects in the environment. And if it is not possible for us as educators to bring it directly, we can also play videos according to the theme of learning for children, this must pay attention to the right learning media. Besides that, through lego games, building blocks can also be done.

The third step is Namai, the meaning of namai is to give the name of the thing being studied. Children can also be stimulated by their memories by creating keywords so they are able to remember what is going on well studied. After observing directly in the environment or watching via video, children can name or identify the objects they see.

The fourth step is Demonstrate, the purpose of demonstrate is when the teacher gives the opportunity to the child to demonstrate what has been learned and known. Activity Demonstrating this also aims to make children understand more and more can practice what they know. In this case children can role play about what they have observed and seen.

The fifth step is repeat, the purpose of repeat is the teacher helps provide reinforcement and useful feedback for children. Strengthening given is intended so that children can recall memory about the material conveyed as well as useful feedback for children. Feedback can also be done by giving the child the opportunity to retell.

The sixth step is Celebrate, the purpose of celebrating is giving appreciation to the child for learning very well and fully spirit. Giving this appreciation is expected so that children are always enthusiastic when participating in learning activities, so that the goals to be achieved in learning can be achieved easily. Giving this appreciation can be done with rewards such as words (awesome, great, amazing), thumbs up, singing or small prizes so that the child's interest in learning also applies the next day [12].

Previous research entitled "Application of the Quantum Learning Model in Early Childhood Education Institutions" by Mardi Fitri and "Quantum Learning and Human Nature in the Perspective of Islamic Education" by FN Fitriyani and this research only said the quantum learning model with the steps, namely what is called TANDUR. However, with the passage of fun learning time with the quantum learning model, it is also influenced by the environment around the learning process.

At present the learning process in Early Childhood Education Institutions in general has carried out the Quantum Learning learning model, because actually learning while playing which is strengthened by safe and pleasant environmental conditions will increase enthusiasm for students so that it will also increase interest in learning in children who are will lead to optimal development.

#### 4 Conclusion

Quantum Learning Learning has basic values about human existence, namely the natural potential that every human being has develop according to stimulus and environmental conditions. Possible environment forming and optimizing potential, here defined as external factors which directly affect the learning process that is being carried out.

Quantum Learning as a fun learning model aims to foster enthusiasm in children so as to increase children's learning interest in early childhood education institutions. The concept of play and a pleasant environment for children is the main stimulus because the child's world is play. Learning media here also play a very important role, and the participation of students also plays an important role, because it involves children more in their learning. In this learning model requires the creativity of teachers or educators to stimulate students' desires.

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