



Learning Discipline for Grade III Elementary School Students Through Reward Media

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ABSTRACT

This study aims to determine the learning discipline of grade III elementary school students through reward media. The research method used is a descriptive qualitative method with a type of in-depth interview research. The data collection techniques of this study are observation, interviews and documentation. The data analysis technique uses Miles & Huberman's interactive data analysis model which includes data reduction, data presentation (data display) and conclusion drawing / verification. The research was conducted at SDIT Mutiara Insan, Cibitung-Bekasi in the first semester (September-November 2022). Based on the results of the study, it was concluded that the kiddos reward application media can play a role in student learning discipline, which is proven when students have disciplined students are enthusiastic about asking each other when they want to go home or when learning has been completed students get rewards

ABSTRAK

Penelitian ini bertujuan untuk mengetahui disiplin belajar siswa kelas III sekolah dasar melalui media reward. Metode penelitian yang digunakan adalah metode deskriptif kualitatif dengan jenis penelitian wawancara mendalam. Teknik pengumpulan data penelitian ini adalah observasi, wawancara dan dokumentasi. Teknik analisis data menggunakan model analisis data interaktif Miles & Huberman yang meliputi reduksi data, penyajian data (display data) dan penarikan kesimpulan/verifikasi. Penelitian dilaksanakan di SDIT Mutiara Insan Cibitung-Bekasi pada semester I (September-November 2022). Berdasarkan hasil penelitian disimpulkan bahwa media penerapan kiddos reward dapat berperan dalam kedisiplinan belajar siswa, terbukti dengan adanya kedisiplinan siswa siswa akan antusias untuk saling bertanya pada saat hendak pulang atau pada saat pembelajaran sudah selesai. telah selesai siswa mendapat imbalan.

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1. INTRODUCTION

The essence of education in schools is the teaching and learning process. Learning is a necessary process for teachers to be able to maximize the potential of students optimally in the teaching process (Zulela, et.al., 2022). The process of encouraging students to reach their developmental potential is certainly a process that takes a long time and cannot be measured in a certain time, let alone in a very short time. It is impossible to separate the effectiveness of the teaching process from the teacher in order to develop. Learning tools that aim to increase the effectiveness of student involvement in the learning process

From an Islamic point of view, it also makes sense to learn. It is very important to ensure that human activity is inseparable from learning. Until it is written in the Qur'an Allah will improve the fate of capable human beings to a higher level:

: يَا أَيُّهَا الَّذِينَ آمَنُوا إِذَا قِيلَ لَكُمْ تَفَسَّحُوا فِي الْمَجَالِسِ فَافْسَحُوا يَفْسَحِ اللَّهُ لَكُمْ وَإِذَا قِيلَ انشُرُوا فَانشُرُوا يَرْفَعِ اللَّهُ الَّذِينَ آمَنُوا مِنْكُمْ وَالَّذِينَ أُوتُوا الْعِلْمَ دَرَجَاتٍ وَاللَّهُ بِمَا تَعْمَلُونَ خَبِيرٌ

"O people of faith when it is said to you: "Be spacious in majlis", then Allah will undoubtedly give you spaciousness. And when it says: "Stand ye up", then stand up, undoubtedly God will exalt the believers among you and those who are given knowledge to some degree. And Allah is all-knowing what you do". (Q.S Al Mujadilah : 11). The right learning media can help students understand the subject matter, as well as the need for an appropriate learning model so that the material can be conveyed and well received by students. With this learning becomes varied, creative and constructive as a result of which a good relationship is formed between teachers, students and other learning resources.

The learning activities as referred to need to be carried out at each stage of learning, including learning discipline. Learning discipline is very influential on the affective development of students, namely in the learning process students are directed to always be disciplined both when it comes to school, studying in class and collecting assignments. A disciplined attitude must always be cultivated from an early age so that later students will get used to the behavior. Discipline is an activity that obeys different laws and regulations and displays regular behavior (Alsubaie, 2015).

Based on the results of observations at SDIT Mutiara Insan grade III, researchers saw that the low level of student discipline can be seen from students who do not focus on what the teacher said when the teacher was explaining, students who arrived late and when collecting assignments were not on time. Discipline is very important, especially for the development of students for the sake of a bright future

Discipline also contributes to learning activities because discipline makes students excited in the learning process, more focused, organized and responsible for themselves (Alsubaie, 2015). Discipline is a factor that must be instilled, developed and carried out in students' lives to achieve success in everything, one of which is success in learning, because success in learning is not an easy effort but a big effort, which is diligent, and which has perseverance which all requires hard work and responsibility (Tarman, 2016). Therefore, teachers can use reward application media to improve student learning

discipline where teachers can give stars or points to student disciplinary activities that are in accordance with the provisions or rules that apply in school.

A study conducted by researchers examined the role of kiddos reward application media. Because through this research, it can be seen that the technical implementation of the kiddo reward application learning media in the application of the disciplinary character of grade III students of SDIT Mutiara Insan. In connection with the above problems, the title of this study is: Learning Discipline for Grade III Elementary School Students through Media Reward. This study aims to make the Reward Application media can play a role in the learning discipline of students in grade III elementary school for the 2022-2023 academic year.

2. LITERATURE REVIEW

1. The Nature of Learning Media

Everything that can be used to channel messages, arouse students' interest and motivation, and awaken their ideas and feelings is considered a learning medium (Puspitarini, & Hanif, 2019). Learning is a change in behavior resulting from experience. Learning is the process of adapting one's behavior to acquire new skills as a result of personal interaction with the environment. that learning media, makes students happy, interested, and enthusiastic during the learning process as well as learning outcomes can be obtained optimally (Akrim, 2018).

Gaol, & Sitepu, (2020) explains that learning involves an individual's efforts to change his behavior by interacting with his environment to gain new understanding. From the above experts we can conclude that learning is the process of changing behavior from ignorance to knowledge and from bad to good. And learning is a person's attempt to change himself for the better.

2. The Nature of Reward Applications in Learning

Application is the use or application of an idea that is the focus of discussion. An application can also be considered a computer program designed to help people in doing a specific job (Tamrin, Azkiya, & Sari, 2017). Kiddos rewards is a parenting application using a point system, where parents (parents) can give points based on children's activities or activities (Williams, et.al., 2018). After the child collects these points, parents can give gifts that have been determined by the parent and child. The tool provides notes so that teachers can assess progress by pointing out which behaviors are improving and which ones need to be improved. The use of Reward Application media is a strategy that can be used to develop discipline. Students who consistently and correctly follow all the rules can earn rewards or rewards The use of Reward Application media is one of the methods that can be used to have an impact or influence on children's discipline and to inspire and motivate children to follow the rules of disciplinary activities given by the teacher (Sidin, 2021).

Meanwhile, (Firdaus, 2020; Fadilah, & Nasirudin, 2021) provides a definition that rewards are rewards, gifts, rewards or rewards that are intended to encourage someone

to work hard to improve themselves or the work they have achieved. the purpose of using rewards that is:

- 1) Increase students' attention to the lesson
- 2) Stimulates and increases learning motivation
- 3) Increase learning activities and foster productive behavior.

Therefore, the purpose of reward is to help students learn how to feel happy when their actions or work are recognized (Zamzami, 2018).

3. The Nature of Disciplinary

Character education can be done with various models, namely habituation and exemplary models, discipline coaching, rewards and punishments, contextual learning, role-playing, and participatory learning (Sobri, et.al., 2019).

discipline is an activity that obeys different laws and regulations and displays regular behavior (Tarman, 2016). self-control over uncontrollable impulses or the technique of channeling impulses towards certain goals or objectives to have a stronger impact, both are examples of discipline. Wuryandani, Maftuh, & Budimansyah, (2014) stated that a disciplinary attitude is an action that shows orderly behavior and complies with various applicable provisions and regulations, both written and unwritten. Disciplinary activity is an activity that obeys different laws and regulations and displays regular behavior (Gunawan, Rusdarti, & Ahmadi, 2020). Define discipline as a regulatory tool used to build an orderly and orderly environment. Based on the above understanding, it can be concluded that discipline is a quality that converges within a person that shows adherence to certain norms (Ernawanto, et.al., 2022).

3. RESEARCH METHODS

This research uses descriptive qualitative research methods where data collection is carried out through observation, interviews, and documentation. Qualitative research methods are based on postpositivist philosophy and are used to examine the condition of natural objects rather than conducting experiments. In using qualitative research methods, the authors conduct interviews, observations, and documentation to apply the level of student discipline.

4. RESULT AND DISCUSSION

The kiddos reward application media is a parenting application using a points system, which later teachers can give points based on student activities or activities. The kiddos reward application media applied by teachers during the learning process has an important role in student discipline (Britton, Jackson, & Wade, 2019). Before conducting the study, researchers carried out observations first to find out the initial conditions of grade III students before applying the kiddos reward application media. In this initial observation, researchers found that there was a problem during the teaching and learning process, namely that there were still students who lacked focus when the teacher was explaining, besides that there were also students who arrived late to school and were late in collecting assignments.

Then, the researcher introduced to teachers and students that there is an application media that can give online / indirect appreciation to students, namely the kiddos reward

application media. After being notified of the application, teachers and students immediately apply the kiddos reward application during teaching and learning activities. Furthermore, the researcher completes the data needed to obtain the research results, such as interviews and documentation.

Based on the results of the study and the acquisition of data that has been obtained by researchers, it is known that there is a difference between before the implementation of the kiddos reward application media and after the application media is applied. The increase can be seen from the increased enthusiasm of students in terms of discipline, students are competing to be able to get the award. And it is classified as positive because it can arouse the enthusiasm of students, who previously did not obey the rules and have now begun to apply the rules with enthusiasm (Delello, McWhorter, & Camp, 2015).

Kiddos reward application media, which is a media that is worthy of being applied to increase student motivation in teaching and learning activities. Although in its use there are still some obstacles such as students not being able to see the points obtained, but this can be overcome by the homeroom teacher by stating the name of the student and the points obtained during the learning process, so it is hoped that the application can display the points earned by students for every reward that students have obtained (Miaz, et.al., 2019). Therefore, with the implementation of the kiddos reward application learning media in the classroom, it is hoped that it can help teachers and students so that learning becomes disciplined, creative and innovative (Al-Qaysi, et. al., 2023).

After conducting research at SDIT Mutiara Insan, Cibitung-Bekasi, researchers can conclude about the role of student learning discipline through the kiddos reward application media, namely: Based on the results of interviews that have been conducted by researchers related to research, it is concluded that the kiddos reward application media can play a positive role in student learning discipline

5. CONCLUSION

After conducting research at Mutiara Insan Integrated Islamic Elementary School, Cibitung-Bekasi. Researchers can conclude about student learning discipline through the kiddos reward application media, namely: Based on the results of observations from non-participants, the conclusions of observations made by researchers from the results of non-participation observations and structured observation found that student discipline can be improved by using the kiddos reward application. as seen from students who are enthusiastic about competing with each other to get points and asking each other how many points have been obtained or whether students today get discipline points that have been done by students in the application kiddos reward.

Based on the interview results, it was obtained that students' skills can be improved through the kiddos reward application. The kiddos reward application media is used when students have carried out activities according to aspects of discipline, namely aspects of behavior, obedience or order and moral character that can be seen increasing student discipline such as: arriving on time, collecting assignments on time, carrying out class pickets as scheduled, and providing a positive attitude when meeting teachers inside or outside the classroom

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