

## **LEARNING WHILE PLAYING BASED ON ALPHABAD CARD LEARNING MEDIA**

**Mozes Markus Wullur,**

FIPPSI Unima E-mail : [mozeswullur@unima.ac.id](mailto:mozeswullur@unima.ac.id)

**Marien Pinontoan**

FIPPSI Unima E-mail : [marienpinontoan@unima.ac.id](mailto:marienpinontoan@unima.ac.id)

**Ronny G. Dumanaw**

FIPPSI Unima E-mail : [ronnygerzondumanaw@unima.ac.id](mailto:ronnygerzondumanaw@unima.ac.id)

**Abdul Rahmat**

Universitas Negeri Gorontalo, [abdulrahmat@ung.ac.id](mailto:abdulrahmat@ung.ac.id)

### **Abstract**

Research results show that : 1). Literate society letter experience difficulty read so that participate influence they For Study literacy on site research and this need approach learning innovative through learning media inner alphabet card form Study read while play alphabet cards . 2). Learning media products alphabet cards can with easy known , understood and controlled by citizens learn ; 3). Application development of the learning process done through stages: (1). Recruitment tutor study , citizens learn and shape group learn ; (2). Make Plan Implementation Learning (RPP) is appropriate need Study inhabitant study , (3). Conducting Training of Trainers (TOT) for tutor learn ; and (4). Trial development ; 4). Learning process effective because : (1). Inhabitant learn the first literate letters ( forgot letters ), return has know letters . (2). Skills think inhabitant Study increase ; (3). Enhancement Skills stringing letter be a meaningful word ; (4). Opt-in inhabitant Study increase .

Keywords : Learn , meanwhile playing , cards alphabet

### **Introduction**

Development of the External Education sector School own role strategic in enhancement quality source Power human 1). Various effort has done government For equal distribution of education for public specifically through the Foreign Education Literacy program School at Sanggar Activity Learning (SKB) 2). Inhabitant Study This generally adults and inclined \_ experience difficulty read 3). Various learning methods and strategies has applied by source Study However Not yet capable make inhabitant Study can read in a manner right 4). In framework increase motivation and achievement Study read inhabitant learning , learning media is needed shaped the alphabetic cards used by the source Study For developing learning models while play for inhabitant study 5). Problems study this : 1). How learning media design inner alphabet card application development of the learning process read while play for inhabitant Study PLS Literacy in PKBM North Sulawesi Province , Indonesia 2). How application development of the learning process read while play for inhabitant Study literacy such ; 3). How effectiveness application development of the learning process read while play through learning media alphabet cards for inhabitant Study the .

Activity Center Community Learning (PKBM ) as one outdoor education space school for public indeed in other terms have There is Far before establishment of a national education system by the government 6). It says thereby due to outside

educational institutions school for public actually has There is in line with growth and development civilization public local 7). Institutions \_ This generally shelter in receptacle organization religious These include : huts boarding school , school week . School sabbath , and the like that was later develop become formal schools based on religious foundations 8). Thereby case with Studio Activity Study This established by the Ministry of Education and Culture through RI Law Number 2 of 1979 concerning Later National Education System strengthened through Constitution Number 20 of 2003 concerning National Education System 9).

Activity Center Community Learning (PKBM) is place formed learning of , by and for public in framework For increase knowledge , insight , skills , attitudes , hobbies and talents society 10). Therefore inside public there is a number studio among other things art , studio culture studio activity study , library village , and the like as centers activity Study society 11). kindly philosophical appearance studios activity Study This is implementation based conception of Education community (*Learning based community*) 12). In paradigm new Education states that Education is not only become problems of formal educational institutions such as school , but but Education also becomes problem public in a manner thorough . School No only interpreted as institution formal education , however school indeed especially everywhere in environment family and environment public around .

#### Method Study

This study has used the "Research and Development" method following the stages of the ADDIE model development research (*Analyze, Design, Develop, Implement, and Evaluate*) 19). This research was conducted in 4 districts, namely: 1). South Bolaang Mongondow Regency (Bolsel), 2). East Bolaang Mongondow Regency (Boltim), 3). Talaud Archipelago Regency, and 4. North Minahasa Regency (Minut). The stages of the research process depicted as following :

Analysis of Alphabet Card Learning Media Products:

1. Alphabet Card Learning Media consists of two sides, namely; 1). Front Side and 2). Back side.
2. The front side displays the letters of the alphabet A to Z in the center, while the upper left corner and lower right corner contain pictures of children and fruits as symbols of the object of Out-of-School Education.
3. The size of the Alphabet Card Learning Media is 8.5 cm long and 6.5 cm wide
4. This type of paper is made of cardboard with a white base color on the front side and a white base color on the back side.
5. Alphabet Card Learning Media is collected in a pack consisting of 4 letters of the alphabet A to Z so that one pack consists of 4 letters of the alphabet A to 4 letters Z.
6. The colors of the alphabet card learning media are black and red.
7. Companion pictures of alphabet card learning media (1) are pictures of children and fruits.
8. The accompanying picture for the alphabet card learning media (2) is a picture of a farmer in a garden.
9. The accompanying picture for the alphabet card learning media (3) is a picture of a fisherman and a fisherman.
10. The accompanying picture of the alphabet card learning media (4) is a farmer with a shovel.

The back side has a white background that reads Let's Learn While Playing Together FIP Unima's Outer School Education.

Above the writing are two pictures of the Tut Wuri Handayani Depdikbud logo and the Manado State University logo and a picture of the middle section of the learning community and tutors and in the lower right corner it says MMW which stands for the name of the inventor Mozes Markus Wullur.

**Trials \_ Product Initial Design of Learning Media Alphabet Cards ( Stage I)**

Game results three group Study with each of the five games earned a number notes discussed recommendations in the FGD as following :

Inhabitant Study experience difficulty For assign and arrange which cards front and where card behind Because background behind it The same white . Recommended For background behind card front No The same with background card back .

Inhabitant Study difficult compile alphabetic cards because letter the alphabet cards are in the middle card and distracted with picture companion letter alphabet cards . It is suggested that letters alphabet cards are placed in the corner left on part in alphabet and picture cards companion in print in section middle so no bother drafting card in hand player .

alphabet cards are too thin and difficult shared so that need longer time for share card , as well print letters of the alphabet have great potential damaged Because dry or touched by water so color the letters on the alphabet cards become broken . It is suggested that mold alphabetical cards pick up thick paper or paper the print is laminated to make it more neat and pictures color still durable and not damaged with sweat or water.

**Validation Process Learning Media Design Alphabet Cards**

After go through the trial process limited , analysis design through Focus Group Discussion (FGD) then the validation process design early learning media this alphabet card done through game limited to One group Study while play For know limitations design beginning learning media products alphabet cards with change design in form picture as following :

**Game Design Revision and Technical Instructions:**

Alphabet Card Learning Media consists of two sides, namely; 1). Front Side and 2). Back side.

The front side displays the letters of the alphabet A to Z in the center, while the upper left corner and lower right corner contain pictures of children and fruits as symbols of the object of Out-of-School Education.

The size of the Alphabet Card Learning Media is 8.5 cm long and 6.5 cm wide.

This type of paper is made of cardboard with a white base color on the front side and a white base color on the back side.

Learning Media Alphabet Cards are collected in one pack consisting of 4 letters of the alphabet A to Z so that one pack consists of 4 letters of the alphabet A to 4 letters Z.

The color of the alphabet card learning media is black and red.

Companion pictures for alphabet card learning media are pictures of children and fruits.

The front side of the card is white and the back side of the card with a green background reads Let's Learn While Playing Together FIP Unima's Outer School Education, where the writing is upside down and the bottom is not upside down so that the card position can be read for all card positions.

Above the writing are two pictures of the Tut Wuri Handayani Depdikbud logo and the Manado State University logo and a picture of the middle part of the learning community and tutors and in the lower right corner it says MMW which stands for the name of the inventor Mozes Markus Wullur.

The alphabet card images are laminated so they don't wrinkle easily and the image colors are protected from sweat or water.

#### Alphabet Card Game Technical Mechanisms

Each alphabet card is cut become letter A to with Z

Every Sir consists from piece four letters of the alphabet A fruit until with piece alphabet letter Z four fruit .

In game use two packs alphabetical cards so card alphabet letter A into 8 pieces until with Z alphabet cards also become 8 pieces .

Amount member group Study while play No more of 5 (five) people.

Second Sir alphabetical cards then then shake well shared to each member group Study

Every inhabitant Study shared in a manner take turns each fruit alphabet cards up with total 9 pieces card alphabet each member group Study as many as 5 five people to make it easy holding and arranging card alphabet letters .

Member group that gets the starting 10th character card game .

Before alphabetical cards are dealt agreed especially formerly letter meaning that will arranged to be object game ( eg : name of each member playing group , name animal , name plants , fish names and the like as agreed upon before game started ).

After divided by each card the alphabet to direction arrangement agreed letters of the alphabet .

Member group acquired learning card to 10 more formerly throw away One card to side his right For considered card No needed what was in his hand .

Member group Study side right that throws card First given chance For choose and consider is cards discarded by players before .

If letters alphabetical cards accordingly with required letters so card the taken and thrown away card that is not needed .

If card outcast previously No needed then concerned can take One fruit card pull out from gathering card in the middle Then throw away card that is not needed to side right , and so on follow direction clockwork .

If arrangement alphabet cards have arranged in accordance with arrangement letter agreed meaningful alphabetic cards so game stated done and games for triumph member successful group compile meaningful alphabet cards the although Still there is a number card others are not arranged mean .

If arrangement meaningful alphabet cards Not yet arranged However card out in the middle has finished revoked so whole card outcast collected back and shaken Then placed in the middle For game next with unplug cards by members group play furthermore from the last throw away card .

If second time card pull out finished However arrangement card meaning Not yet arranged so whole card good in hand nor card outcast shaken back and game stated repeated or not someone wins .

#### Research Findings

##### 1. Learning Media Design Alphabet Cards

1). Learning media design alphabet cards designed in form picture card game that contains gathering alphabet letters from letters of the alphabet A to with alphabet letter Z. Design this letter of the alphabet use letter capital ( letters large ) with type font type Fond text Bookman Old Style Fond size 199 with borders and shadows on letters For easy be read Good through help glass eye nor without glass eye for inhabitant learn . This letter of the alphabet Then use color black and red every group the alphabet For easy and interesting inhabitant Study in the drafting process card moment play .

2). Learning media design alphabet cards made in length 8.5 cm and 5.5 cm wide square four with color base front white and color base behind green . Appearance in front of learning media alphabet cards contain letters of the alphabet A to with letter of the alphabet Z accompanied picture circle group inhabitant study in the middle cards and pictures on the side circle that is picture child and fruit , fig fisherman with her dipper and pictures farmer with tool the shovel .

3). Letters of the Alphabet and their pictures in position facing up and facing lower with meaning in position anywhere the card will appear position correct alphabetical letters For read by residents study and not confusing . Likewise with \_ appearance color front and back different alphabet cards that is front color base white and display behind alphabetical word with green then also will make it easy inhabitant Study For compile current alphabet cards Study read while play .

4). After picture learning media products alphabet cards done then the process of printing learning media This alphabet card is laminated for simplify the game process start from the shaking process cards , distribution process card , withdrawal process card out in the middle table , as well as the preparation process card become more light and smooth as well by laminating the learning media alphabetical cards then color pictures and letters Good appearance front card nor appearance behind card No will easy damaged Because water splash or sweat moment play nor No play . On the other hand learning media this alphabet card No will easy crumpled and broken . Therefore every Mr learning media this alphabet card arranged neat in One box learning media card prepared alphabetic cards For it .

After done socialization , discussion and assessment repeated For appearance prototype learning media images alphabetical cards then the more clear , complete and understandable form appearance learning media design ready alphabetic cards For piloted .

2. Learning Process Development read while play through learning media alphabet cards for inhabitant Study

After prototype learning media products alphabet cards done designed and printed For ready to be tested so stages furthermore researcher do with steps as following

1). forming team field data collectors members team lecturers and students for each location research . this team conduct trials of the learning process read while play through learning media starting alphabet card with explanation and socialization technical game by the Chairman and members team researcher . After all team field data collector knowing , understanding and mastering as well as skilled in the learning process read while play through learning media alphabetical cards , then team field data collector to location research in the District Bolaang Mongondow Selatan ( Baolsel ), Regency Bolaang East Mongondow , County Talaud Archipelago , and Regency North Minahasa . Task team field data collectors on site study is recruiting tutor learning in each PKBM and SKB that carry out the Literacy program For Conducted Training of Trainers (TOT) on development of the learning process read while play through learning media alphabetic cards on location research . After finished carry out socialization and TOT for the guardians Study then each pamong Study will form group Study inhabitant Study literacy with join each citizen study 5 people each groups to facilitate the learning process .

2). Application development of the learning process read while play through learning media alphabetic cards on location research . After group inhabitant Study formed , then with use Plan implementation Learning (RPP) that has been prepared in coordination head of PKBM and pamong study at each location research , team researcher do learning media trials alphabet cards through the learning process read while play for inhabitant Study literacy on site research .

3). The effectiveness of the application of the learning process of reading while playing through alphabet card learning media developed for learning residents. After trials were carried out in the field and then studied through a Focused Group Discussion (FGD) of the research team and tutors and a team of experts, the results were obtained that the effectiveness of the application of the learning process of reading while playing using alphabet card learning media was declared effective with the following indicators:

- 1). Inhabitant learn the first literate letters ( forgot letters ), return has know Letters .
- 2). Skills think inhabitant Study increase with with choose letter meaning in accordance choice each object based on agreed theme
- 3). Happen enhancement Skills choice alternative Suite referring letter on the choice of alternative objects from agreed theme . \_ Example : Them agreed Animal / Animal Name : Choice object from theme including : Buffalo , Cows , Horses, Goats and the like . Inhabitant Study stringing alphabet letters become letter meaning become One syllable to be like among other words Buffalo , Cow , Horse, Goat , and the like .
- 4). Opt-in inhabitant Study Enough tall because of the learning process held while play and them No realize that material learning designed For they Study know letters , learn read , and learn stringing letter become meaningful syllable , with \_ use approach learning Andragogy ( Adult Education Approach ) .

With thus , learning media this alphabet card No only be one approach learning Good for inhabitant Study in PKBM, in one party but learning media this alphabet card got developed become a medium of learning activity education outside school in general as well as learning media this alphabet card can also be a medium of learning in institutions formal schooling , organization society and family .

### Conclusion

Draft product Learning Media prototype Alphabet Cards can known , understood , understood and controlled by citizens Study in the learning process while play with a number repair to direction improvement pictures and inscriptions on the part or side behind learning media alphabet cards with remove the Depdikbud symbol and the UNIMA symbol for the interests of Patent Rights and Product Intellectual Property Rights .

Application development of the learning process read while play through learning media alphabet cards for inhabitant Study done through stages :

- 1). Recruiting tutor study at each PKBM in the location research ,
  - 2). Pamong Study recruiting candidate inhabitant Study literacy in each PKBM and form group Study every group consists than 5 (five) people with maximum of five groups learn .
  - 3). Conducting Training of Trainers (TOT) for tutor Study about learning media prototype alphabet cards , technical learning media games alphabet cards with use Plan Implementation Learning (RPP) that has been prepared .
  - 4). Carry out trials development of the learning process read while play through learning media alphabet cards for inhabitant Study in form group learn by team researcher in accompaniment tutor study at each PKBM in the location research .
3. Application of the learning process read while play through learning media developed alphabetic cards for inhabitant Study stated effective with indicator achievements includes : 1). Learning residents who were originally literate (forgetting letters), are now familiar with letters ; 2). The thinking skills of the learning community are increased by choosing letters, increasing the skills of choosing

alternative sets of letters that refer to alternative choices of objects from agreed themes. Example : Agreed theme Name of Animal/Animal : Choice of objects from the intermediate theme Others: Buffalo, Cow, Horse, Goat and the like. Residents learn to string letters of the alphabet into meaningful letters into one syllable to become, among others, the words Buffalo, Cow, Horse, Goat, and the like ; 4). The participation of the learning community is quite high because the learning process is carried out while playing and they do not realize that the learning material is designed for them to learn to recognize letters, learn to read, and learn to assemble letters into meaningful syllables, using the Andragogy learning approach (Adult Education Approach).

#### Suggestion

Draft product Learning Media Card This Alphabet Card in a manner general has can used with suggestions for tutor Study For need prepare and develop Plan Implementation Adaptive learning (RPP). for need Study inhabitant learn .

Draft Learning Media products This Alphabet Card need There is revision improvement from aspects : 1). Size Length and width physique Alphabetical cards necessary enlarged become 10.cm long and wide to 7 cm (10 x7 cm); 2). Part image side behind revised alphabet cards from the Ministry of Education and Culture logo and the Unima logo replaced symbol or picture special For intellectual property rights and patents.

Study This just on stage *Analyze, Design, and Develop* so that product his research Media learning alphabet cards up to the stage version stage one and necessary proceed to stage *Implementation and Evaluate* .

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