## Harits Flash Card Profession.docx

by Turnitin\_Bandung

**Submission date:** 11-Jul-2024 02:21PM (UTC+0700)

**Submission ID:** 2411638551

**File name:** Harits\_Flash\_Card\_Profession.docx (1.49M)

Word count: 1134 Character count: 6010



#### Harits' Flash Card Profession [Harits Flash Card Profesi]

Harits Arba Amrullah<sup>11</sup>, Dian Rahma Santoso, M.Pd.\*2

- <sup>11</sup> Program Studies Education English Language, Oniversitas Muhammadiyah Sidoarjo, Indonesia
- <sup>21</sup> Program Studies Education English Language, Universitas Muhammadiyah Sidoarjo, Indonesia
- \*Email Penulis Korespondensi: dianrahma@umsida.ac.id

#### A bstract

Learning media are the supporting tools in th 12 arning process. Learning media is used to convey information and learning materials. Flash cards are learning media in the form of cards that contain attractive images and colors, apart from that they also contain short vocabulary to encourage students to be creative and active in developing vocabulary card contains pictures of professions found in Indonesia and describes jobs that are appropriate to that profession and command words to describe the picture. These flash cards can be implemented to improve students' abilities in the learning process that matches the images displayed. Flash cards are printed in the form of colored cards so they have an attractive appearance and are easy to carry anywhere and use thick, laminated paper material so they have long-lasting quality.

Keywords Flash Card; Learning Media; Profession

#### I. PENDAHULUAN

Flash cards are a type of visual learning media that make easier for students to understand, remind and develop their own interests. Flash cards also make it easier for students to grasp the relationship between content and learning material and the real world. Flash card are cards with attractive images, and is equipped with written words [1]. Using flash cards as a learning prioritizes student activities to be more active with the process or scientific. According to Angriani, scientific learning is a learning approach that emphasizes student activities through observing, asking, reasoning, trying and networking in learning activities at school. The scientific approach is focuses on student activities being more active in observation, question, experiment, preparation, serbe, finding and create [2]. Flash cards are a medium in the teaching that are very useful and effective in supporting the presentation of learning material. Flash cards in English can help teachers upgrade creativity and attract students' attention with pictures and colors, so that students are can be intense with learning concepts in the form pictures into single or plural vocabulary [3]. So, by having and mastering an adequate English vocabulary, students will find it easier to master language skills that will help them achieve their educational goals [4]. Harits' Flash Card Profession is a learning media used to increase students' creativity and activeness in increasing vocabulary. Flash cards contain pictures of professions in Indonesia and people doing work that is appropriate to that profession.

#### II. METODE

The activities carried out by researchers at the planning stage were: 1) Researchers carried out curriculum analysis to determine competency standards and basic competencies that were conveyed to students using flash card learning media. 2) Make a lesson plan for cycle I using a learning model using flash card learning media, then make an observation sheet to see how the teaching and learning conditions are in the class when exercises and group work are carried out. 3) Create content products 4) Form groups that are heterogeneous both in terms of academic ability, type of learning using flash card learning media 5) Develop learning evaluation tools based on developments to be implemented and prepare other learning support instruments.

During the learning process, observations were made to determine the use of flash card parning media in improving learning outcomes on the theme of my activities in the teamtic learning process. The next step for researchers is implementation. At this stage, the planning that the researcher has made will be implemented in learning activities. The observation or observation stage is carried out simultaneously 1 ith the implementation of the action. At this stage the researcher is assisted by the teacher or colleagues to record all the things needed in the research in the form of data collection.

#### III. HASIL DAN PEMBAHASAN

#### A. Product Content

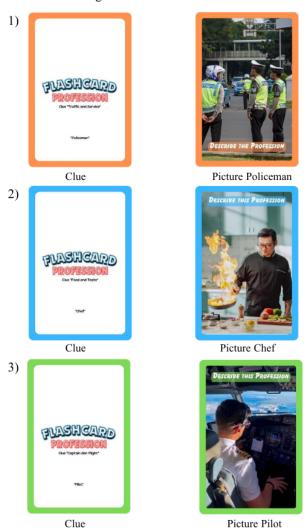
Flash cards have several advantages [5], (1) Practical, with small size can be stored in every where; (2) Easy, no need spesific skills and does not need electricity; (3) Simple, the image display and short vocabulary make it easer to remember; (4) Pleasant, flash card media can be used through games, so learning is not boring because students can learn while playing.

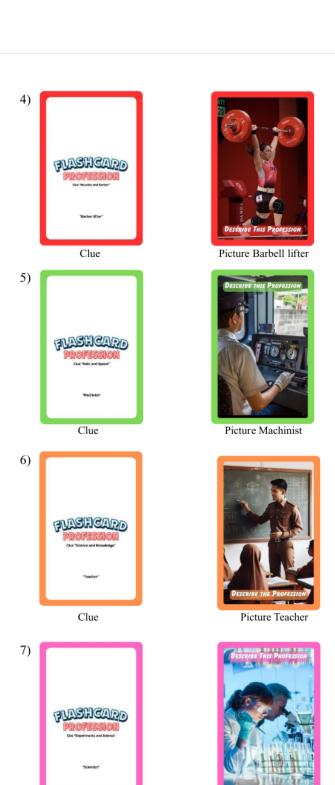
The process and materials for making flash cards are:

- Images and flash card designs are created based on the that used namely descriptive text about professions
  that exist in Indonesia
- 2. Each of that that takes must describe the job of that profession
- 3. Then the flash card is printed in reciprocal colors the size of the card using thick paper or laminated cardboard so that the flash card looks attractive and has long-lasting quality.

#### B. Design Flash Card

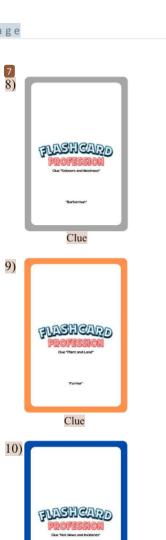
The flash card design can be seen as below.





Clue

Picture Scientist







Picture Farmer





Picture News Anchor





Picture President









Picture Air Hostess

#### IV. KESIMPULAN

Flash card consist of 20 pictures of professions where the pictures show how people doing work according to their profession. There is a command word to describe the profession so that students are expected to be expanding vocabulary regarding pictures. Apart from that, on the front of the flash card there are 2 points that can be describe the profession without looking at the picture so that students can guess the picture of the profession without seeing it. This flash card can be played by two people or two groups of students where each student has their own role, namely describing a profession of guessing a profession based on their needs.

#### V. UCAPAN TERIMA KASIH

Thanks to express our gratitude to those who have helped a lot in the preparation of this article, especially to Mrs. Dian Rahma Santoso, M.Pd, as the supervisor who helped in the preparation of this article and to other parties who cannot be mentioned

#### VI. REFERENSI

- D. Alfiananda and R. Indahyati, "Peningkatan Keterampilan Menulis Menggunakan Media Flash Card," Action Research Journal Indonesia (ARJI), vol. 4, no. 2, pp. 98–114, 2022.
- [2] N. Angriani, "Peningkatan Kemampuan Siswa Kelas II SD Menulis Kata Menggunakan Media Gambar di SDN Wata Kecamatan Bungku Barat Kabupaten Morowali," Jurnal Kreatif Online, vol. 3, no. 1, 2014.
- [3] A. T. Harefa and K. E. M. Telaumbanua, "An Analysis of the Effectiveness of Flash Card Media Students Writing of Recount Text," *J Manage*, vol. 3, no. 2, pp. 149–156, 2022.
- [4] I. K. Wati and I. G. Oka, "Penggunaan Flash Card Meningkatkan Penguasaan Kosakata Bahasa Inggris Peserta Didik," *Indonesian Gender and Society Journal*, vol. 1, no. 2, pp. 41–49, 2020.
- [5] R. A. Pradana and A. B. Santosa, "Studi Literatur Media Pembelajaran Flash Card Meningkatkan Hasil Belajar Pada Mata Pelajaran Perekayasaan Sistem Radio dan Televisi," *Jurnal Pendidikan Teknik Elektro*, vol. 9, no. 03, pp. 575–583, 2020.

## Harits Flash Card Profession.docx

ORIGINALITY REPORT			
	0% 18% 8% 8% STUDE	NT PAPERS	
PRIMAF	Y SOURCES		
1	eprints.iain-surakarta.ac.id Internet Source	5%	
2	www.neliti.com Internet Source	2%	
3	Submitted to Lampasas High School Student Paper	2%	
4	digilib.uinsa.ac.id Internet Source	2%	
5	journal.nahnuinisiatif.com Internet Source	2%	
6	mail.jurnaledukasia.org Internet Source	1 %	
7	sewonthego.blogspot.com Internet Source	1%	
8	cmsdata.iucn.org Internet Source	1 %	
9	Submitted to Universitas Muhammadiyah Sidoarjo Student Paper	1 %	



# Submitted to Kwame Nkrumah University of Science and Technology

1 %

Student Paper



Rani Laylatul Fitria, Mira Sudiarti, Slamet Suyanto, Zafrullah Zafrullah. "Interest of 11th Grade Students in Mathematics Learning Media Assisted by Microsoft PowerPoint", Jurnal Cendekia: Jurnal Pendidikan Matematika, 2024

1 %

**Publication** 



## ejournal.unesa.ac.id

**Internet Source** 

**1** %

Exclude quotes Off
Exclude bibliography Off

Exclude matches

Off

## Harits Flash Card Profession.docx

PAGE 1	
PAGE 2	
PAGE 3	
PAGE 4	
PAGE 5	
PAGE 6	
PAGE 7	