



Similarity Report

Metadata

Name of the organization

Universitas Muhammadiyah Sidoarjo

Titla

Artikel+Ilmiah RISTHA

Author(s)Coordinator

PBI pbi

Organizational unit

FPIP

Record of similarities

SCs indicate the percentage of the number of words found in other texts compared to the total number of words in the analysed document. Please note that high coefficient values do not automatically mean plagiarism. The report must be analyzed by an authorized person.



25 2233
The phrase length for the SC 2 Length in words

15067

Length in characters

Alerts

In this section, you can find information regarding text modifications that may aim at temper with the analysis results. Invisible to the person evaluating the content of the document on a printout or in a file, they influence the phrases compared during text analysis (by causing intended misspellings) to conceal borrowings as well as to falsify values in the Similarity Report. It should be assessed whether the modifications are intentional or not.

Characters from another alphabet	ß	0
Spreads	$\!$	0
Micro spaces	0	0
Hidden characters	ß	0
Paraphrases (SmartMarks)	<u>a</u>	18

Active lists of similarities

This list of sources below contains sources from various databases. The color of the text indicates in which source it was found. These sources and Similarity Coefficient values do not reflect direct plagiarism. It is necessary to open each source, analyze the content and correctness of the source crediting.

The 10 longest fragments

Color of the text

NO	TITLE OR SOURCE URL (DATABASE)	NUMBER OF IDENTICAL WORDS (FRAGMENTS)
1	DESIGNING MATHEMATICS LEARNING VIDEOS: INCORPORATING LOCAL WISDOM TO EXPLORE NUMBER PATTERNS Joko Iswahyudi, Winda Kustriani, Mawarsari Venissa Dian;	38 1.70 %
2	Model Contextual Teaching Learning Berbantu Media Pop Up Book Pamenpus untuk Meningkatkan Keterampilan Menulis Puisi Siswa Kelas IV SD Lintang Kironoratri, Fardani Much Arsyad, Aryanti Siti Maulina;	33 1.48 %

Penggunaan Metode Teka Teki Silang Untuk Meningkatkan Minat Belajar Bahasa Arab di SMPIT Raudhatul Jannah Bogor Ramdhani Muhammad Rendi, Agung Muttaqien, Wicaksono Meidias Abror, Alfian Muhammad Ivan, Abdul Kholik;	32 1.43 %
4 iFoodAR: augmented reality for high school food design technology Nur Ain Safura Azizoon, Mohd Yusof Kamaruzaman, Wan Ahmad Wan Nurlisa, Qistina Ahmad Fizal, Tang Jing Rui;	31 1.39 %
5 Implementasi English Fun Learning Untuk Siswa SMP Ahmad Yani Sukorame Lamongan Jawa Timur Arifatin Fais Wahidatul;	31 1.39 %
6 https://e-journal.my.id/jsgp/article/view/4229	26 1.16 %
7 https://repository.unsulbar.ac.id/id/eprint/501/3/SALMAWATI%20LENGKAP%20%28pdf.io%29.pdf	25 1.12 %
8 https://archive.umsida.ac.id/index.php/archive/preprint/download/4273/30731/34813	15 0.67 %
9 <u>https://archive.umsida.ac.id/index.php/archive/preprint/download/4273/30731/34813</u>	14 0.63 %
10 <u>https://www.scirp.org/html/4-9102055_50649.htm</u>	12 0.54 %
from RefBooks database (7.88 %)	
NO TITLE	NUMBER OF IDENTICAL WORDS (FRAGMENTS)
Source: Paperity	
1 DESIGNING MATHEMATICS LEARNING VIDEOS: INCORPORATING LOCAL WISDOM TO EXPLORE NUMBER PATTERNS Joko Iswahyudi, Winda Kustriani, Mawarsari Venissa Dian;	38 (1) 1.70 %
2 Model Contextual Teaching Learning Berbantu Media Pop Up Book Pamenpus untuk Meningkatkan Keterampilan Menulis Puisi Siswa Kelas IV SD Lintang Kironoratri, Fardani Much Arsyad,Aryanti Siti Maulina;	33 (1) 1.48 %
3 Penggunaan Metode Teka Teki Silang Untuk Meningkatkan Minat Belajar Bahasa Arab di SMPIT Raudhatul Jannah Bogor Ramdhani Muhammad Rendi, Agung Muttaqien, Wicaksono Meidias Abror, Alfian Muhammad Ivan, Abdul Kholik;	32 (1) 1.43 %
4 Implementasi English Fun Learning Untuk Siswa SMP Ahmad Yani Sukorame Lamongan Jawa Timur Arifatin Fais Wahidatul;	31 (1) 1.39 %
5 iFoodAR: augmented reality for high school food design technology Nur Ain Safura Azizoon, Mohd Yusof Kamaruzaman, Wan Ahmad Wan Nurlisa, Qistina Ahmad Fizal, Tang Jing Rui;	31 (1) 1.39 %
6 MENINGKATKAN KETERAMPILAN BERBICARA DENGAN MENGGUNAKAN ALAT PERAGA SEDERHANA MELALUI DISKUSI KELOMPOK SISWA KELAS II MI NO 39/E3 JUJUN KABUPATEN KERINCI	11 (1) 0.49 %
Reni Guswita,Juhendra Jacki Septia;	
rom the home database (0.00 %)	
NO TITLE NUMBER OF IDENTICAL WORDS (FRAGMENTS)	
rom the Database Exchange Program (0.00 %)	
NO TITLE NUMBER OF IDENTICAL WORDS (FRAGMENTS)	
rom the Internet (6.76 %)	

NO	SOURCE URL	NUMBER OF IDENTICAL WORDS (FRAGMENTS)
1	https://archive.umsida.ac.id/index.php/archive/preprint/download/4273/30731/34813	88 (9) 3.94 %
2	https://e-journal.my.id/jsgp/article/view/4229	26 (1) 1.16 %
3	https://repository.unsulbar.ac.id/id/eprint/501/3/SALMAWATI%20LENGKAP%20%28pdf.io%29.pdf	25 (1) 1.12 %
4	https://www.scirp.org/html/4-9102055_50649.htm	12 (1) 0.54 %

List of accepted fragments (no accepted fragments)

NO CONTENTS NUMBER OF IDENTICAL WORDS (FRAGMENTS)

Page | 1

Copyright © Universitas Muhammadiyah Sidoarjo. This preprint is protected by copyright held by Universitas Muhammadiyah Sidoarjo and is distributed under the Creative Commons Attribution License (CC BY). Users may share, distribute, or reproduce the work as long as the original author(s) and copyright

holder are credited, and the preprint server is cited per academic standards.

Authors retain the right to publish their work in academic journals where copyright remains with them. Any use, distribution, or reproduction that does not

comply with these terms is not permitted.

Ristha's Little Bus Word [Kata Bis Kecil Ristha]

Ristha Octhavia 1), Yuli Astutik *,2)

1)Program Studi Pendidikan Bahasa Inggris, Universitas Muhammadiyah Sidoarjo, Indonesia

Email: Risthaoarsh@gmail.com

2) Dosen Program Studi Pendidikan Bahasa Inggris, Universitas Muhammadiyah Sidoarjo, Indonesia

*Email: Yuliastutik@umsida.ac.id Abstract. Learning media is an important support in realizing interesting, easy and effective learning, especially in learning

English at the elementary school level. This learning media is designed to make it easier for students to understand the structure of words in English. This media was created to arrange words. This bus is a learning media used to arrange random letter puzzle words into the right words. This media has two sides, each side has ten squares used to stick letters. This media has two letter colors, red and blue. Each letter color has three vowels, two T letters and consonants. In this media, there are ten quizzes about "Parts of the body" and random letters in the questions. This media can be a fun learning medium because students can be divided into two groups, hoping that all students can be active in learning and more easily understand the spelling of words in the lessons given by the teacher. So that it makes it easier for students to understand the meaning of each word and foster a deeper desire to learn English Keywords - letter puzzle, arrange words, learning media

Abstrak. Media pembelajaran merupakan salah satu penunjang penting dalam mewujudkan pembelajaran yang menarik, mudah dan efektif khususnya dalam pembelajaran bahasa Inggris pada jenjang sekolah dasar. Media pembelajaran ini dirancang untuk memudahkan siswa dalam memahami struktur kata dalam bahasa Inggris. Media ini dibuat untuk menyusun kata. Bus ini merupakan media pembelajaran yang digunakan untuk menyusun kata puzzle huruf acak menjadi kata yang tepat. Media ini memiliki dua sisi, setiap sisinya terdapat sepuluh kotak yang digunakan untuk menempelkan huruf. Media ini memiliki dua warna huruf yaitu merah dan biru. Setiap warna huruf memiliki tiga huruf vokal, dua huruf T dan konsonan. Dalam media ini terdapat sepuluh kuis tentang "Bagian tubuh" dan huruf acak dalam soalnya. Media ini dapat menjadi media pembelajaran yang menyenangkan karena siswa dapat dibagi menjadi dua kelompok, dengan harapan semua siswa dapat aktif dalam pembelajaran dan lebih mudah memahami ejaan kata dalam pelajaran yang diberikan oleh guru. Sehingga memudahkan siswa dalam memahami arti setiap kata dan menumbuhkan keinginan yang lebih dalam untuk belajar bahasa Inggris.

Kata Kunci - teka-teki huruf, menyusun kata, media belajar

I. PENDAHULUAN

English lessons are important for elementary school students [1]. English has an important role as a communication skill. One of the basic materials studied by students is "Parts of Body" because this material is still related to daily life activities, by being given this material students can understand their body parts and their uses in English. Sometimes students feel bored because the use of English is considered less interesting and difficult [2]. After all, sometimes it sounds different from Indonesian. So, use fun media. The use of visual aids has been proven to be able to help students understand the material more easily and enjoyably because this learning media, in addition to inviting students to

learn, students can also play with their friends [3]. Especially in basic understanding such as about "Parts of body". This media is named "Ristha's Little Bus Word". This media was created to compose words. Where students are asked to compose words by using small pieces of alphabet letters then attached to the bus window, [4]. This media not only supports visual learning but also increases the involvement of all students to be active in arranging the letters that are broken down into the right word, [5]. by providing learning media in English lessons, it will make students more interested in learning English because it is easy, this can increase students' desire to learn [6]. Students sometimes have a sense of boredom in learning foreign languages, such as English, therefore, students need interesting games for learning activities, with Ristha's Little Bus Word learning media, this will increase interest in learning and not make students feel bored [7].

2 | Page

Copyright © Universitas Muhammadiyah Sidoarjo. This preprint is protected by copyright held by Universitas Muhammadiyah Sidoarjo and is distributed under the

Creative Commons Attribution License (CC BY). Users may share, distribute, or reproduce the work as long as the original author(s) and copyright holder are

credited, and the preprint server is cited per academic standards.

Authors retain the right to publish their work in academic journals where copyright remains with them. Any use, distribution, or reproduction that does not comply

with these terms is not permitted.

II. HASIL DAN PEMBAHASAN

Using learning media in the form of a bus to compose words is a medium that can have a positive impact. Based on this [8], students can learn actively and also receive information so that students are not passive. This media facilitating students in kinesthetic and visual skills. This media can attract students' attention because students can stick, shuffle and arrange letters according to the material being studied. [9]. This follows the learning theory which states that learning will be more effective if it involves students' sense of sight and motor activity, then this can improve students' understanding of the material in processing vocabulary [10]. By providing English lessons using this learning media, students can practice their ability to construct good and correct words [11]

The material in this learning is delivered to grade 2 elementary school students. In learning, students can more quickly understand, memorize, and pronounce vocabulary such as, "legs, teeth, ears, shoulders, etc" [12], after composing through Ristha's Little Bus Word. In this media, there are ten quizzes about "Parts of the body" and random letters in the questions. This media can be a fun [13], learning medium because students can be divided into two groups, hoping that all students can be active in learning and more easily understand the spelling of words in the lessons given by the teacher [14]. This media helps students improve speaking, writing and spelling in young learners [15]

This is how to use Ristha's Little Bus Word:

- 1. The teacher explains the material on "Parts of Body" or other materials that are appropriate to the learning media
- 2. The teacher gives examples of questions and answers and invites students to spell the letters. For example, the teacher asked "I use my to eat" and the students answer "mouth". (Figure 1)
- 3. The teacher can invite the students to spell, m-o-u-t-h. then the teacher sticks the available letters as an example of the use of this learning media. (Figure 2).
- 4. The teacher can divide students into two groups so that all students are more active in learning. Because this media has two sides. (Figure 3) (Figure 4)
- 5. One representative student shuffles the letters of each group, then the students are directed to arrange the words correctly. (Figure 5).
- 6. The teacher asks about questions that are already available "Parts of body" or can be added according to the material. (Figure 6) (Figure 7).
- 7. The teacher gives clues to the answers with random words on the board.
- 8. Students are asked to answer quickly. Whoever is quick will get points for their group. can be with or without timer
- 9. The teacher can give the next question and with the same flow.
- 10. Then the student group can be the winner if they get the most points.

Figure 1. View the letters are arranged randomly

Page | 3 Copyright © Universitas Muhammadiyah Sidoarjo. This preprint is protected by copyright held by Universitas Muhammadiyah Sidoarjo and is distributed under the Creative Commons Attribution License (CC BY). Users may share, distribute, or reproduce the work as long as the original author(s) and copyright

holder are credited, and the preprint server is cited per academic standards.

Authors retain the right to publish their work in academic journals where copyright remains with them. Any use, distribution, or reproduction that does not comply with these terms is not permitted..

Figure 3. Left Side View

Figure 4. Right Side View

Figure 5. View of the shuffle letters

4 | Page

Copyright © Universitas Muhammadiyah Sidoarjo. This preprint is protected by copyright held by Universitas Muhammadiyah Sidoarjo and is distributed under the

Creative Commons Attribution License (CC BY). Users may share, distribute, or reproduce the work as long as the original author(s) and copyright holder

credited, and the preprint server is cited per academic standards.

Authors retain the right to publish their work in academic journals where copyright remains with them. Any use, distribution, or reproduction that does not comply

with these terms is not permitted.

Figure 6. View available questions

Figure 7. View the Example of the question withe the right answer

III. KESIMPULAN

In learning English, something interesting is needed in the learning process, so with this media, students are more interested, easier and become a motivation to increase interest in speaking, pronouncing and writing in English lessons. This media is a media that is easy for students to use in understanding the order of letters in a word. In addition, this learning media can make it easier for teachers to convey new vocabulary information. This media is designed as a teaching aid for learning and playing, with word-building games making students more active in English learning activities. The advantage of this media is that it makes it easier for young learners to spell letters in English, and get new vocabulary.

Page | 5

Copyright © Universitas Muhammadiyah Sidoarjo. This preprint is protected by copyright held by Universitas Muhammadiyah Sidoarjo and is distributed under the Creative Commons Attribution License (CC BY). Users may share, distribute, or reproduce the work as long as the original author(s) and copyright

holder are credited, and the preprint server is cited per academic standards.

Authors retain the right to publish their work in academic journals where copyright remains with them. Any use, distribution, or reproduction that does not comply with these terms is not permitted..

REFERENSI

[1] Nasution, D. S., & Natal, M. (2024). Transforming Early Learning in Indonesia: Interactive Technology Integration in English Language Education for Young Learners. 9(6), 147–160.

[2] <u>Tambunsaribu,</u> G., & Galingging, Y. (2021). Masalah Yang Dihadapi Pelajar Bahasa Inggris Dalam Memahami Pelajaran Bahasa <u>Inggris.</u>
<u>DIALEKTIKA:</u> Jurnal Bahasa, Sastra, Dan Budaya, <u>8, 30–41.</u>

[3] Magdalena, I., Fatakhatus Shodikoh, A., Pebrianti, A. R., Jannah, A. W., Susilawati, I., & Dentingnya Media Pembelajaran Untuk Meningkatkan Minat Belajar Siswa Sdn Meruya Selatan 06 Pagi. EDISI: Jurnal Edukasi Dan Sains, 3(2), 312–325. https://ejournal.stitpn.ac.id/index.php/edisi

[4] Noor, M. F. (2014). Media Edukasi Dengan Augmented Reality Menyusun Kata Dalam Bahasa Inggris Untuk Anak Kelas 3 Sekolah Dasar. Jurnal Sistem Informasi Universitas Suryadarma, 10(2). https://doi.org/10.35968/jsi.v10i2.1091

[5] Tyas, Y. C., Fardani, M. A., & Deningkatan Aktivitas Belajar Siswa Menggunakan Model Make A Match Berbantuan Media Kartu Kata. Jurnal Papeda: Jurnal Publikasi Pendidikan Dasar, 6(1), 78–88. https://doi.org/10.36232/jurnalpendidikandasar.v6i1.4790

[6] Khaedar, M., & Damp; Alam, S. (2023). The Effect of Using Crossword Puzzle Model on Learning Interest in Indonesian Learning Based on Students' Literacy. Jurnal Pendidikan Dan Pengajaran, 56(1), 160–171. https://doi.org/10.23887/jpp.v56i1.52533

[7] Wahyuningsih, A. S., & Aristawati, A. R. (2022). Penggunaan Alat Peraga Edukasi Untuk Meningkatkan Kemampuan Berbahasa Inggris Pada Anak-Anak Di Panti Asuhan Al-Kahfi, Nginden Jangkungan, Sukolilo, Surabaya. Prosiding Patriot Mengabdi, 2(1), 604–608.

[8] Kusuma, R. D. (n.d.). The Impact of Interactive Media Based on Augmented Reality on Elementary School Students' Learning Motivation. 40–48.

[9] Et.al, N. N. A. R. (2021). The Use of Multisensory Technique in the Teaching Open Syllables Reading Skill for Preschoolers from a Teacher's Perspective. Turkish Journal of Computer and Mathematics Education (TURCOMAT), 12(3), 820–828.

https://doi.org/10.17762/turcomat.v12i3.789

[10] Larasati, O. D., & Madiun, U. P. (2024). Peningkatan Hasil Belajar Bahasa Indonesia Materi Membaca Kata Menggunakan Media Roda Pintar pada Siswa Kelas 1 SDN Nongkodono. 3(3), 447–451.

[11] Juhendra, J. S., & Drys, Guswita, R. (2024). KELOMPOK SISWA KELAS II MADRASAH IBTIDAYAH JUJUN KABUPATEN KERINCI TAHUN 2022. 6(2), 27–36.

[12] <u>Larasaty.</u> G., Anggrarini, N., & Bahasa Inggris untuk Anak Sekolah Dasar di Indramayu. Room of Civil Society Development, 1(2), 96–102.

https://doi.org/10.59110/rcsd.v1i2.35

[13] Putri, R. T., & Description of Crossword Puzzle Learning Media in Indonesian Language Learning at Islamic Elementary School. Scaffolding: Jurnal Pendidikan Islam Dan Multikulturalisme, 5(2), 759–769. https://doi.org/10.37680/scaffolding.v5i2.3345

[14] ROHMATIN, R. (2023). Penggunaan Game Edukasi Berbasis Wordwall Untuk Meningkatkan Kemampuan Vocabulary Siswa Dalam Pembelajaran Bahasa Inggris. EDUTECH: Jurnal Inovasi Pendidikan Berbantuan Teknologi, 3(1), 79–88. https://doi.org/10.51878/edutech.v3i1.2039

[15] Mustika, H., Nurhasanah, A., Tisnasari, S., Fkip, P., Sultan, U., & Dengembangam Media Komaca (Kotak Mahir Membaca) Untuk Melatih Keterampilan Membaca Permulaan Sekolah Dasar. Jurnal Ilmiah Pendidikan Dasar, 08.