

Utilization of Globe Media to Improve the Learning Process

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Pendahuluan

The increasingly sophisticated development and advancement of science and technology has influenced human life, particularly in the world of education. Education plays a crucial role in social life, particularly in meeting the needs of life in line with modern developments.

Efforts are needed to increase student interest and motivation so that their learning quality improves, they progress, and they actively participate in the learning process. Working together in pairs can improve the quality of their learning outcomes. This encourages teachers to innovate so that they can solve problems in their environment.

Rumusan Masalah

1. How do students respond to using globes in class?
2. What impact does using these media have on classroom learning?
3. What are the students' learning outcomes after using these media?

Metode

Library Research

The author conducted library research, which included various library materials such as books, journals, and so on related to the problem above. The method used in data collection utilizes documentary techniques, meaning that the collected data, such as compiled documents, are used. Once the data is collected, it is analyzed to generate content.

The content of library research can be a theoretical study. The discussion focuses on information about the research problem to be solved through the research. Therefore, library research includes general processes such as systematically identifying theories, searching for literature, and analyzing documents containing information related to the research topic.

The purpose and purpose of library research is to solve research problems. By understanding what other researchers have done, researchers will be better prepared with deeper and more comprehensive knowledge.

Steps to use the globe :

1. Paint a 30cm diameter styrofoam with light blue watercolor and let the paint dry.
2. Make a continent pattern on the soft foam and adjust the size of the image to the styrofoam.
3. Cut out the continent pattern, then paint the pattern and wait until it dries.
4. Draw a longitude on the styrofoam using black paint or marker.
5. Then stick the continent pattern on the styrofoam and adjust its position.
6. Write the names of the continents according to their location.
7. Attach the Globe to the handle.



1



2



3



4



5

Hasil

Researchers designed learning objects using globe media. This stage of the media development process is crucial because it can maximize learning outcomes.

Based on the data analysis and design conducted by the authors, the following conclusions can be drawn:

- Increase student interest in learning in class.
- Facilitate student understanding of lessons.
- Improve student academic performance.

Pembahasan

In implementation, teachers not only convey information but also act as learning facilitators who bridge children with the globe media. Teachers need to provide concrete instructions on how to hold and rotate the globe correctly, as well as guide children to explore and identify the globe's surface. With this learning, students can understand the location of their home in the context of cities, islands, countries, and continents, and begin to build an understanding of the regions on this earth, as well as the relationship between locations and cardinal directions on a broader scale. Hidayat emphasized that adult guidance using concrete aids such as globes can accelerate children's cognitive achievements.

Manfaat Penting Penelitian

- This method helps teachers increase interest in learning during the classroom learning process.
- This method makes it easier for students to understand the lesson.
- This media also makes lessons that students find boring more engaging.
- The research findings can serve as a reference point that engaging learning media can make classroom learning more efficient.

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