



Learning Development Athletic Kids with Media Audio Record Player for Elementary School

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Abstract

Education is an important component in children's lives, and elementary school is the place where the foundation of education is laid. Over the years, learning methods in Primary Schools have undergone significant development, with increasing emphasis on innovative and student-centered approaches. The use of audio record players for athletic students has many benefits. This media helps students understand the instructions given by the teacher or trainer. Clear and timely instruction is essential to ensure students can perform movements and techniques correctly. This research is categorized as research and development (R&D). Because the steps are in accordance with the research and development objectives, the ADDIE development model is used as a research and development method. The development of athletic kids learning with audio record player media has been arranged systematically according to the abilities and characteristics of elementary school students based on the results of needs analysis in the field. Therefore, learning development for athletic kids with audio record player media is very suitable for implementation in sports and health learning in elementary schools.



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INTRODUCTION

Education is one of the important aspects in children's lives, and elementary school is the initial stage in forming the basis of student education. (W. N. Sari & Faizin, 2023) Over the years, learning methods in elementary schools have experienced significant development, with an emphasis on increasingly focusing on innovative and student-centered approaches. (Fadhilah, 2024) One area that continues to develop in education is sports learning. Sports have an important role in children's physical, mental and social development. (Y. Y. Sari et al., 2024) Through developing skills, children can learn about teamwork, discipline, communication, and developing students' motor skills. (Gustiawati et al., 2014) In this case, the development of athletic kids learning in elementary schools with efforts to improve athletic kids learning Athletic Kids in Elementary School, using Media Audio Record-Player. In the athletic learning process in elementary schools, the learning media used is still limited. So far, teachers tend to rely on conventional learning methods, such as verbal instructions and static demonstrations. (Rahayu, 2016) It is critical to what is known, which means an audio recorder. According to Din According et al. (014), this media is a tool that combines audio technology with a playback device to record sound, music, or instructions and play them back clearly and consistently. Basically, this medium acts as a tool that allows students to listen and follow instructions better. The use of audio record-player audio in athletic kids learning offers a number of significant benefits.

This medium improves students' understanding of instructions given by the teacher or trainer. In sporting activities, clear and timely instructions

are essential to ensure students can execute movements and techniques correctly. Audio Record-Player media can record instructions and instructions given by teachers or coaches so that students can listen to them repeatedly to ensure better understanding. One of his previous studies was the development of an audiovisual-based kids athletic training model for children aged 7–10 years. (Trisnanda , 2018) The results of the product feasibility assessment "Development of an Audio Visual-based Children's Sports Training Model for Children Aged 7–10 Years" show that 91.7% of material experts are in the very relevant category, and 88.9% of media experts are in the very suitable category. The main field test results reached 95.4 percent, or very consistent.

This product consists of a set of easy-to-use templates for children's athletic training. and Development of Audio Visual Learning Media Based on Somatic Auditory Visual Intellectual to Improve Learning Achievement in Long Jump Squat Style in Class VIII Junior High School Students in Pringsewu Regency. (Kurniawan, 2021) The results of the research show that the product developed is a suitable Audiovisual learning medium with a media expert validation score of 84.02% in the feasible category, material experts of 92.09% in the very category, and a design validation category of 88.466% in this category,. The teacher's response to the product being developed was an average of 91.30% in the very good category, and the students' response was classified as very good. This is proven by validation results from expert communicators and design experts. This research has an interesting novelty to examine, namely, developing an Athletic Kids learning program for audio-visual players to improve the basic movement skills of students in elementary schools.

Effective learning also involves strong motivation. Motivation can come from within the individual, such as curiosity or the desire to achieve personal goals (Aina et al., 2021). Motivation can also be influenced by external factors, such as rewards, praise, or opportunities to develop new skills (Nurishlah et al., 2023). Athletic learning is a term that refers to learning approaches or methods used in the context of sports and athletics (Fatah et al., 2021). Athletic learning involves the use of strategies specifically designed to improve athletes' physical, cognitive, and psychological skills and facilitate students' development as high-performing individuals in a sports context (Hariadi & Watoni, 2020). Athletic Kids is a development branch of the sport of athletics that can only be played or competed in by children (Putra, 2020). Usually, Athletic Kids are played by children who are still in elementary school (Septiria & Subandowo, 2020).

The game numbers in Athletic Kids are arranged more simply and more practically according to the children's conditions, namely Kanga's Escape, Formula One Run, Frog Jump, and Turbo Throw (Kuncoro & Yuliawan, 2022). Athletic Kids also provides opportunities for children to develop their interests and talents in sports. Students are introduced to a variety of disciplines in athletics, such as short-distance running and long or high jump, light ball throwing, and relay (Hayatunnufus et al., 2022). Through this exploration, children can discover students' love for a branch of athletics in certain areas and then develop students' talents more seriously in the future (Awaludin, 2022). In developing the program Athletic Kids, it is important to consider factors such as children's safety, suitability for age and ability level, as well as a fun and challenging approach to maintain student interest and motivation (Benny & Hendrawan, 2020).

METHODS

The research carried out is research and development, or R&D. Research and development methods are research methods used to produce certain products and test the effectiveness of these products (Gani & Purbangkara, 2023). Through this research, researchers are trying to develop a product in the form of learning materials and models. not to test a theory (Rayanto, 2020). The final goal of this development research is to produce a product in the form of development Athletic Kids Learning Using Audio Record Media—Player for Elementary Schools with a product in the form of a learning guidebook Athletic Kids With Media Audio Record Player For elementary schools, learning becomes more fun and increases students' learning motivation (Hasanah et al., 2023). The research uses the ADDIE development model because the research steps are in accordance with the objectives of the research carried out, do not take a long time and have concrete objectives (Nafiah, n.d.). The ADDIE research steps go through 5 phases, including assessment and evaluation. This model was chosen to help with the analysis, design, development, implementation, and evaluation of educational programs and has a more systematic process (Prabowo et al., 2022).

Data collection techniques using indirect observation: indirect observation techniques are a way of collecting data that is carried out through observing and recording the symptoms that appear on the research object, which are carried out after the event or situation occurs (Fajarini, 2023). Observations and recording were carried out using checklists and electronic equipment. The electronic equipment used in this research was a cellphone. This aims to make

observations more objective about the subjects being studied when the process is carried out (Rini et al., 2022). To use a checklist, you must first describe the research variables in full, including the elements in each symptom (Nugroho & Haritanto, 2022). Details of symptoms and elements are arranged regularly into a list as an order of classification of data that will be observed to appear or not in an event, situation, or event that is relevant to the research problem (Hasibuan, 2021).

RESULT

The final model to be tested in the field was obtained after the initial draft of the learning model was revised in accordance with suggestions and input from practitioners and experts. In one elementary school, Sukaratu State Elementary School in Cilebat sub-district, Karawang district, the field trial involved 30 students. Data collected from field trials from the teacher practitioners present, Mr. Edi Maryono, S.Pd., Mrs. Endah Komalasari, S.Pd., and Mrs. Neneng Kurnia, S.Pd., includes the results of model observations, model weaknesses, and Audio record-player media input data on kid's athletic learning materials in elementary schools using Guttman scale values, with data obtained from validation of observation feasibility in the category of unfit presentation (23.3%). Frequency 7 of the observation sheet given to observers and Feasible used 76.6% with frequency 23 from the observation sheet given to the observer.

Table 1. Model feasibility category

Scale Guttman	Qualification Category
< 40%	Not feasible
40% - 55%	Not Worth It
56% - 75%	Decent enough
76% - 100%	Proper to use

From the frequency distribution value of the implementation suitability assessment, with a percentage of 76.6%, it can be concluded that the implementation value received the assessment "Fine for use". Thus, it can be concluded that products that develop athletic kids learning with audio recording—players for elementary school—can be used for learning in elementary schools.

DISCUSSION

Based on the results of expert validation tests on the initial draft model, many suggestions and input from experts and practitioners were provided to improve the initial model product. After that, the researcher carried out a model revision process to perfect the model draft so that it was ready to be tested. The results of observation assessments in field trials by practitioners became the basis for researchers to improve this learning. with the use of the Audio Record Media Player for primary schools in physical education. Research and development continues and obtains very good observational assessments from practitioners, so that there are no significant revisions. It can be formulated that Learning Athletic Kids With Media Audio Record—Player in Physical Education is declared suitable for use in learning and effective for application in athletic learning material. The learning developed aims to facilitate the achievement of learning objectives for athletic kids in physical education. which has been validated and tested, there are several weaknesses that have been minimized by researchers through revisions and have advantages that provide a different impression in learning, including triggering students' desire to learn about athletics, games with built-in audio record players, making students focus in learning, learning

according to their abilities, learning adapted to the characteristics of elementary school children, the media and tools used being liked by students, and making it easier for teachers to carry out learning at school, especially in athletics. Based on these advantages, it gives a different and easier impression of learning athletic material than conventional learning. Reflecting on the results of this research, the athletic kids learning development model using audio record-player media for elementary schools has a gradual, structured, planned and programmed design that has been validated and tested so that it can be ensured to be effective and significant in its implementation in elementary schools.

CONCLUSION

Based on the results of this research, the development of Athletic Kids Learning with Audio Record-Player Media is based on the research problem formulation, including the development of Athletic Kids Learning with Audio Record-Player Media, which has been arranged systematically according to the ability level and characteristics of elementary school students based on the results of the needs analysis. Therefore, the development of Athletic Kids Learning Using Audio Record Media Player for elementary school students can be declared very feasible to be applied in physical education, sports, and health learning in elementary schools to achieve the learning goals that have been set more effectively.

Learning Development Athletic Kids With Media Audio Record: A Player in Physical Education for Elementary School Students, based on validation of expert and practitioner test results, can be declared suitable for use in

learning athletics kids, so it can be applied to elementary school age.

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