

IMPROVING STUDENT LEARNING OUTCOMES THROUGH THE INDEX CARD MATCH METHOD IN PAIBP LEARNING MATERIAL ASMAUL HUSNA

Nova Sariwati*

MI Ma`arif Syuhada, Indonesia
e-mail: nova.sariwati@gmail.com

Syamsul Huda

Kediri State Islamic Institute, Indonesia
e-mail: syamsulhudaiainkediri@gmail.com

Moh. Asror Yusuf

Kediri State Islamic Institute, Indonesia
e-mail: asroryusuf@iainkediri.ac.id

Moh. Zainal Fanani

Kediri State Islamic Institute, Indonesia
e-mail: fanani74@gmail.com

*Correspondence: e-mail: nova.sariwati@gmail.com

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Abstracts

This Classroom Action Research was carried out in class VI at Madrasah Ibtidaiyah Ma`arif Syuhada Ponorogo. With the background that researchers saw the potential to improve student learning outcomes on the Qur`an Hadits material of Surah Ad-Duha. Due to situations that require the use of technology in learning and demands for teaching and learning activities that are increasingly developing, teachers' teaching abilities using card sort must be improved following existing developments. Educators are expected to be able to utilize learning media as a support for teaching and learning activities to create interactive learning for students so as to increase students' understanding in receiving learning which will influence learning outcomes.

Keywords:

PBL; Inex Card Match; Asmaul Husna.

Introduction

Education is basically one of the very basic efforts in the development of human resources. In the context of education in Indonesia, education is expected to produce superior human resources as formulated in Law Number 20 of 2003 concerning the National Education System.

The learning process in the classroom is a very important part of education. The learning process in educational units is held interactively, inspirationally, fun, challenging, motivates students to participate actively and provides sufficient space for initiative, creativity and independence in accordance with talents, interests and physical and psychological development of students, (PP No. 9 of 2005 concerning National Education Standards).

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Teachers as professionals as intended in Law Number 14 of 2005 stated that Teachers and Lecturers in article 4 written teachers function to improve the dignity and role of teachers as learning agents function to improve the quality of national education.

Professional teachers certainly have competence in their fields. In addition to having professional competence which means mastering the field they have, teachers must have pedagogic competence, namely mastering learning methods both mastering the curriculum, designing the learning process, carrying out the learning process, conducting evaluation and analysis of learning and carrying out follow-up programs. In addition, teachers are required to have personality competence and social competence. Of course, teachers must have the ability to communicate well with their environment.

Teachers achieve the quality of students seen from the potential as stated above, the starting point is none other than the learning activities carried out by teachers and their students as learning subjects. As stated in the Law on the National Education System (UUSPN) No.20 of 2003, namely that learning is the process of interaction of students with education and learning resources in a learning environment. Therefore, the learning process driven by teachers must be planned and implemented steadily so that they can achieve maximum learning goals and outcomes.

Based on experience, the average value of learning Asmaul Husna material is still low. From the average score obtained, it should be a common concern, considering that Asmaul Husna is about the obligatory nature of Allah which is an important thing that children must understand. The value obtained is not only cognitive, but the expected value is reflected in the child's affective attitude.

High values coupled with good attitudes and behaviors in life are a common expectation. A good teacher is a teacher who is able to choose and use the right methods, strategies and media in learning. The reality on the ground, the main obstacle in determining the use of methods, is often not right with those in instructional purposes. The lecture method is often the mainstay of the material. Though various other methods still exist that are more appropriate according to instructional purposes.

Metode Index Card Match adalah mencari jodoh kartu tanya jawab yang dilakukan secara berpasangan. Metode pembelajaran Index card match merupakan metode pembelajaran yang menuntut siswa untuk bekerja sama dan dapat meningkatkan rasa tanggung jawab siswa atas apa yang dipelajari dengan cara yang menyenangkan. Siswa saling bekerja sama dan saling membantu untuk menyelesaikan pertanyaan dan melemparkan pertanyaan kepada pasangan lain. Kegiatan belajar bersama ini dapat membantu memacu belajar aktif dan kemampuan untuk mengajar melalui kegiatan kerjasama kelompok kecil yang memungkinkan untuk memperoleh pemahaman dan penguasaan materi.

In the learning process there are still many problems that occur, such as students are less motivated to learn, feel embarrassed to ask questions and pay less attention to lessons, less involved in the learning process. This possibility occurs because students feel bored with the lecture method applied by the teacher, the learning atmosphere is less serious, and learning is only one-way. By looking at learning outcomes that are still below average and Asmaul Husna's material or topics that have broad sections or categories, the index card match method is a method that can be applied to improve student learning outcomes. Based on the above background, researchers are interested in conducting research on: "Improving Student Learning Outcomes Through The Index Card Match Method of PAIBP Learning Asmaul Husna Material".

Methods

This type of research is *Classroom Action Research* (CAR), namely research carried out by teachers in their own classes by planning, implementing and reflecting on actions collaboratively and participatively with the aim of improving their performance as teachers so

that student learning outcomes can increase. This research was conducted at SD Negeri 1 Setiamulya Tasikmalaya. The research subjects were students of class IV A SDN 1 Setiamulya Tasikmalaya. This research will be carried out in 2 cycles. Each cycle consists of: planning, implementation, observation and reflection.

The data collection technique that will be used in this research is using tests, tests are students' written exams to measure the extent of students' abilities in mastering the material. The learning implementation instrument uses teaching modules, media and materials to be delivered. The data collection instrument uses a written test. The learning outcome scores and averages for each cycle are calculated using the following formula:

$$Skor = \frac{B}{N} \times 100\%$$

Information:

B = Number of questions answered correctly

N = Number of all questions

$$x = \frac{\sum x}{n}$$

Information:

x = Average value

$\sum x$ = Total student scores

n = Number of students

Results and Discussion

Findings

Implementation of Cycle 1

a) Planning

- Research subjects: IV A SDN 1 Setiamulya Tasikmalaya
- Number: 22 students
- Learning material: Asmaul Husna
- Delivering an introduction to the Student Profile Contribution Project
- Pancasila and Rahmatan Lil Alamin's Student Profile
- Research instruments: Oral test and written test

b) Implementation

The research implementation took place simultaneously with the implementation of learning as usual by following the steps in the Teaching Module.

c) Observation

- Teachers note the level of student involvement and participation in learning activities.
- The teacher gives grades to the written tests (formative tests) given to students and completed through group discussions.

d) Reflection

The assessment results show that almost all (78,18%) students experienced an increase in learning outcomes in the material on Asmaul Husna with the lowest score being 60 and the highest score being 90. This shows that the use of Index Card Match media has a big influence on the learning outcomes of class IV A SDN 1 Setiamulya Tasikmalaya.

Furthermore, the results of the research in cycle 1 will be the basis for continuing to cycle 2 by making improvements and adjustments to the actions needed to achieve the research objectives more effectively.

Implementation of Cycle 2

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- a) Planning
- Research subjects: Class IV A SDN 1 Setiamulya Tasikmalaya
 - Number: 22 people
 - Learning material: Asmaul Husna
 - Delivering an introduction to the Project for Strengthening the Pancasila Student Profile and the Rahmatan Lil Alamin Student Profile.
 - Research instrument: Written test
- b) Implementation
- The research implementation took place simultaneously with the implementation of learning as usual by following the steps in the Teaching Module.
- c) Observation
- Students' enthusiasm is very high in paying attention to the Index Card Match which makes them get enough inspiration to do the assignments given by the teacher.
 - Students take the summative test given by the teacher calmly because they feel that their knowledge supports them to be able to take the test correctly.
- d) Reflection
- The learning process carried out in cycle 2 has a big influence on student learning outcomes on Asmaul Husna. The results of the scores in cycle 1 obtained an average score of 62,5 and classical learning completeness was 100%. Then in cycle 2, student learning outcomes obtained an average score of 93,75 with classical learning completion reaching 100%. Based on data from the assessment results in cycles I and 2, of the 22 students who took part in the learning, all of them managed to achieve a score (85-100). The assessment results showed that all students experienced increased learning outcomes in the PAI Subject. This shows that the use of make a match media has a big influence on the learning outcomes of class IV A SDN 1 Setiamulya Tasikmalaya.

Analysis

The results of research conducted in cycles 1 and 2 on improving the learning outcomes of class IV A SDN 1 Setiamulya Tasikmalaya on Asmaul Husna experienced a very significant increase. Students' attitudes in participating in learning activities using Index Card Match media are more enthusiastic than when listening to explanations of material in lectures. The increase in student learning outcomes on surah Asmaul Husna can be seen in the table below:

Table 1. Data on improving student learning outcomes

No	Cycle	Average value	Absorption	Completeness
1	Cycle 1	78,18	78,18%	100%
2	Cycle 2	86,36	86,36%	100%

From the table above, it can be seen that the average score obtained by all students in cycle 1 was 60. There were 7 students who got a score of 90 as the highest score. Likewise, in the test carried out in cycle 2, all students achieved a complete score with an average score of 86,36. In this test there were 11 students who got perfect scores. From cycle 1 to cycle 2, class IV A SDN 1 Setiamulya Tasikmalaya achieved 100% completeness in the material Asmaul Husna. This increase in learning outcomes is influenced by the use of Index Card Match in learning activities.

Conclusion

Based on the research results from Cycle 1 and Cycle 2, it can be concluded that the use of Index Card Match media has a big influence on improving the learning outcomes of Asmaul Husna in class IV A SDN 1 Setiamulya Tasikmalaya with the lowest score being 65 while the highest score reaches 90, level completion reaches 100%.

- Based on the discussion and conclusions above, there are several suggestions, namely:
- a) It is recommended to school/madrasah leaders to make efforts to procure electronic-based learning media such as LCD projectors to support teachers in teaching and learning activities.
 - b) For teachers who have never used Index Card Match, they can try implementing paper color based learning in order to provide new variations in the learning process as an effort to achieve the expected learning goals.

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