



Application of Digital Find Me Pair Evaluation on Student Learning Outcomes of Class V Social Sciences Learning Cultural Diversity Material Elementary School

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Abstract: This research is motivated by the low learning outcomes in social studies learning. So the learning outcomes of class V students are low and can be said to be insufficient (KKM). By implementing the Find Me Pair digital evaluation. The aim of this research is to describe the application of digital find me pair evaluation on the learning outcomes of students learning social sciences material on cultural diversity in class V elementary schools. This research includes descriptive quantitative research. Data collection in this research consisted of 30 students in the VA class at SDN Sedatigede II. The data collection method used is observation using an assessment tool in the form of an observation sheet and a test using an assessment tool in the form of a test sheet. The results of this research show that student activities and educator activities in implementing digital evaluation are in the very good category and student learning outcomes are in the very good category.

Keywords : Find Me Pair Digital Evaluation, Social Studies Learning

Article info: Submitted : 2024-07-08 | Accepted : 2024-09-11 | Published : 2024-09-19

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How to Cite :

Introduction

Education is the most important part of life which is useful for leading to a better and more directed path. Education to develop students' skills in mathematics and science as well as education in public schools and skills as a means of personal and social growth (Fath & Maburri, 2023). With this, education plays an important role in life in improving the quality of education and making the nation's life more intelligent. Education is essentially a means to achieve learning goals and learning outcomes so that students can improve abilities such as religion, self-control, intelligence and skills that are used for themselves and their country. Education has the potential to increase each person's potential in a way that is ideal for their growth and the characteristics of the surrounding environment (Munawwaroh & Rahmawati, 2022). In this case, education is very influential in life so that a person is able to have the ability to think and skills to realize some of the necessary potential.

Learning is the process of learning using learning resources that can improve thinking power, increase creativity and creativity skills to achieve learning goals well and with quality and skills as students so that they can achieve learning goals effectively and efficiently. Learning activities that a person experiences and can be done anywhere. The process carried out by individuals under the guidance of teachers to understand individual changes and ultimately achieve self-improvement as a result of interaction with their environment (Setiawan, 2020). learning process where students and instructors interact with each other by delivering learning material to the learning environment so that students can learn the

information. (Susiloningsih, 2020). Learning includes various subjects such as Indonesian, Mathematics, Natural Sciences, Social Sciences, Citizenship Education. Social Sciences (IPS) is a subject taught at elementary school level that discusses events, concepts and facts related to social matters (Rahmawati & Dewi, 2020).

Learning components are the most important part of the learning process so that there is a relationship between learning components and learning. The learning components are a complete series that are interconnected in realizing the teaching and learning process. Components in the learning process are several interrelated components such as teachers, students, learning materials, learning methods, learning media and learning evaluation. (Asri, 2023) Learning evaluation is part of the learning component which is useful for determining results during learning. Apart from that, learning evaluation is one tool for measuring student learning outcomes during learning. Learning evaluation has an important role in the activity process so that the meaning of learning evaluation is something that can describe the level of students' understanding of a particular subject, and provide examples of difficulties experienced by students throughout the course of learning among students, in certain subjects and provide examples of difficulties. that students experience throughout the course. Teaching evaluation is a more complex activity when compared to testing and analysis. activity when compared to testing and analysis. The results of learning evaluations may provide professional guidance. Learning evaluations may provide professional guidance (Basri, 2017). Evaluation is a measuring tool to determine students' understanding of the material provided by the teacher. Teachers usually use written tests and oral tests in implementing learning evaluations. However, this implementation can utilize technology with digital-based evaluation tools with the help of the internet, either in the form of application services, websites or websites that offer features as tools to carry out learning evaluations such as Google Form, Live Worksheet, Khoot, Quizzizz, and the web. Teachers can take advantage of technological developments by creating digital tools, with this the teacher will provide feedback to students so that the results can provide an evaluation to improve good learning methods (Muza, et al. 2023).

In fact, there are still many problems found in learning evaluation, this was found in the journal (Nabilah, Darin F, et al. 2023). Based on the results of research at SD Muhammadiyah 7 Surabaya in the science and science subject, obtained from the learning results of elementary school students, it shows that 65% of students have not achieved the KKM while the learning outcomes that achieved the KKM were only 35% with the KKM target set at 75. The teacher also said that the low learning outcomes of students were caused, among other things, because so far learning evaluations were carried out in written form. So an evaluation tool is needed as a substitute that can provide learning evaluation by using an educational game-based evaluation tool. This educational game is very useful for students to support the learning process. The use of digital evaluation tools has the advantage that with this tool students do not get bored of learning because they are followed by educational game activities in learning (Purba & Dwi, 2023).

Based on the background description, the research entitled "Application of Find Me Pair Digital Evaluation on student learning outcomes in social studies learning material on cultural diversity in elementary schools" was carried out with the aim of facilitating the social studies learning process with digital evaluation.

Methodology

1. Research Model

This research was carried out using quantitative methods through a descriptive approach. According to Sugiyono (Sugiyono, 2017:13) quantitative data is a research method that obtains concrete data as well as data in the form of numbers which are processed using statistics as a tool to test the calculations of the problem under study to

produce conclusions. Qualitative research method is a method that focuses on observation to research a scientific condition (experiment) which is analyzed qualitatively with more emphasis on meaning (Sugiyono, 2017:213).

2. Participant (Number of Samples in the Study)

Digital Find Me Pair uses a student activity observation sheet instrument which contains steps for implementing digital Find Me Pair evaluations. The research sample used VA class students at SDN Sedatigede II Sidoarjo. The sample of students used was 30 students.

3. Data Collection Tools (What Kind of Data Collection Techniques? and the Questions and Observations Used Passed the Validity Test)

In this research, there were 2 data collections used, namely observation and tests. The observation technique in this research was used to observe two things, namely first observing the teacher's activities in carrying out the Find Me Pair digital evaluation using the teacher activity observation sheet instrument which contains the steps for implementing the Find Me Pair digital evaluation and second observing students' activities in carrying out the evaluation. The observation sheet used meets the specified requirements. The test sheets used meet student needs by adapting the material and using Bloom's taxonomy.

Result and Discussion

1. Finding

The research was carried out on December 15 2023 in class V=A at SDN Sedatigede 2 Sidoarjo. The data I have obtained is in the form of student observation data, educator activities and learning test results in learning chapter 7 My Proud Region, Cultural Diversity material. This research uses descriptive statistics because the data obtained will later be written into a thesis by providing an overview of learning by implementing the Find Me Pair digital evaluation.



Figure 1. Application of Find Me Pair digital Evaluation

In this lesson, the teacher applies how to use digital evaluation on the blackboard so that it can influence improving student learning outcomes to find out the results of implementing digital evaluation and teach how to use technological devices that require teachers and students so that learning does not feel bored and can attract students to activities. learning. In the picture of the learning process using the application of digital

evaluation above, we examine the process of student activity, educator activity and learning outcomes in social studies learning.

From the results of research analysis on the learning process, observations of educators' activities can be presented in the following diagram:

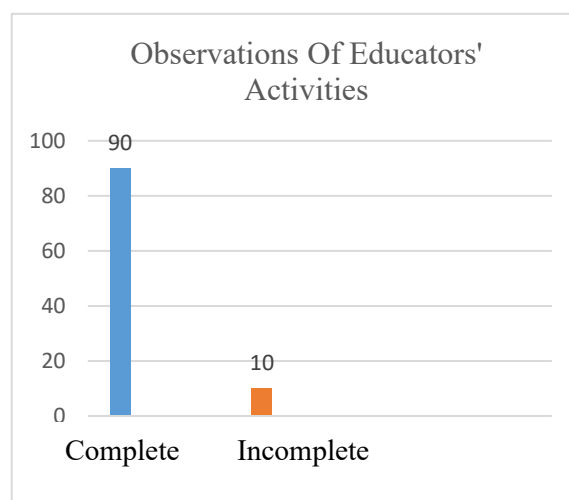


Figure 2. Observations of Educators Activities

Table 1. Results of Teacher Observations

Indicator	observed aspects	average value
1.	Delivering apperception	4,5
2.	Motivate / arouse student interest	4
3.	Connecting with previous material	4
4.	Convey learning objectives	4,5
5.	Linking learning to everyday life	4
6.	Increase student involvement through learning experiences with various activities	4
7.	The teacher directs students to open their cellphones and scan the QR code that has been given (Use of digital media)	5
8.	Explain the purpose of digital media based on QR scans (Use of digital media)	5
9.	Directing how to use it by opening Google Lens and scanning the QR on the paper that has been provided (Use of digital media)	5
10.	The teacher provides directions for this use starting with choosing how to play the Multiple Choice, Noughts & Crosses, Crosswords, Match-up and Memory type (Use of digital media)	5

Indicator	observed aspects	average value
11.	Provides guidance on the use of digital media that games are judged by the fastest time (Use of digital media)	5
12.	In this use, students match the image with the explanation card (Use of digital media)	5
13.	Use language that corresponds to Indonesian spelling correctly	4,5
14.	Mastering learning material	4,5
15.	Ask students questions	4
16.	Provide opportunities to think to answer questions and ask questions regarding learning material	4,5
17.	Give students the opportunity to ask questions	4
18.	Give praise/rewards to students who are able to answer questions	5
19.	Guiding students to conclude the material	4,5
20.	Provide time to complete tasks	4
Total		90

Based on the results of activity analysis data that has been carried out at SDN Sedatigede 2 Sidoarjo. The results of calculating teacher activity observation data in implementing the digital find me pair evaluation on material on cultural diversity for grade 5 students, the results of teacher observation activities were 90, while the results of teacher activities which had not yet been completed were 10. Based on the student activity assessment criteria, these results showed the criteria "Very good" . Next are the results of research observing educators' activities.

The results of research analysis on the learning process of observing student activities can be presented in the following diagram:

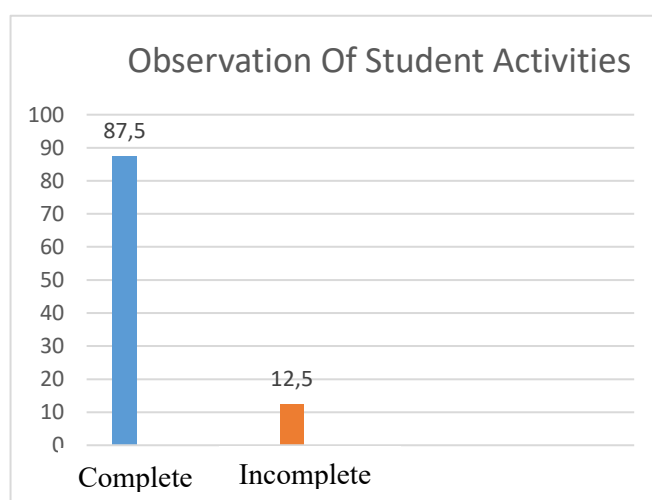


Figure 3. Diagram of Student Observations

Table 2. Student Observation Results

Indicator	observed aspects	average value
1.	Students grow curious in the material	4,4
2.	Students model the material from everyday life	4
3.	Student involvement in learning activities through learning experiences	4
4.	Students' understanding of directions for using digital media	4,5
5.	Students can open their cellphones and scan the QR code that has been given (Use of Digital Media)	5
6.	Students understand the purpose of digital media based on QR scans	5
7.	Students follow the teacher's directions by opening Google Lens and scanning the QR on the paper that has been given (Use of Digital Media)	5
8.	Students understand the directions for using media starting with choosing how to play Multiple choice, Noughts & Crosses, Crossword, Match-up and Memory (Use of digital media)	5
9.	Students understand the directions of the game assessed using the fastest time (Use of digital media)	4,5
10.	Students can use digital media that the game is judged by the fastest time (Use of digital media)	5
11.	Students use media types to match images with explanation cards (Use of Digital Media)	4,5
12.	Student activities in using media are easy to understand	4
13.	Students can understand the material in digital media based on QR scans	4
14.	Understanding the use of language in accordance with Indonesian spelling correctly	4
15.	Students' ability to answer questions	4
16.	Students' ability to ask questions and provide opinions	4,5
17.	Students' ability to carry out the assignments that have been given	4,5
18.	Students can conclude the learning material that has been provided by the teacher	4
19.	Collaboration in learning activities	4
20.	Students can communicate difficulties in learning activities	4
Total		87,5

Based on the results of activity analysis data that has been carried out at SDN Sedatigede 2 Sidoarjo. The results of calculating student activity observation data in implementing the digital find me pair evaluation on material on cultural diversity for class 5 students resulted in the results of completed student activities being 87.5, while the results of student activities which had not yet been completed were 12.5. Based on the student activity assessment criteria, the results show the criteria "Very good".

The results of research analysis of learning outcomes in the social studies learning process using the Find Me Pair digital evaluation application can be presented in the following diagram:

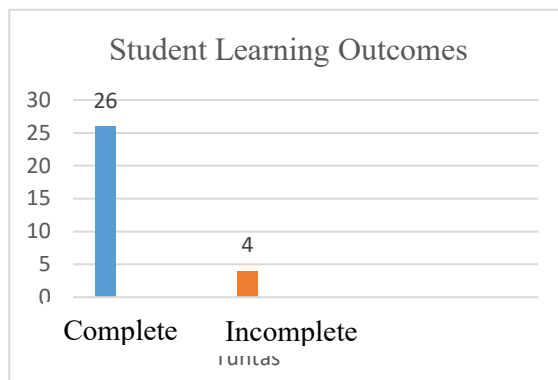


Figure 4. Diagram of Student Learning Outcomes Data

Table 3. Student Learning Outcomes

No.	Name	Score	Criteria
1.	AD	90	Complete
2.	AR	100	Complete
3.	AS	90	Complete
4.	AF	100	Complete
5.	AP	100	Complete
6.	KC	90	Complete
7.	AD	80	Complete
8.	BS	100	Complete
9.	CM	60	Incomplete
10.	CS	90	Complete
11.	CF	60	Incomplete
12.	DP	90	Complete
13.	FR	60	Incomplete
14.	HA	80	Complete
15.	HP	90	Complete
16.	MT	100	Complete
17.	ST	80	Complete
18.	FR	90	Complete
19.	NA	80	Complete
20.	NM	100	Complete
21.	RS	90	Complete
22.	SN	90	Complete
23.	SM	100	Complete
24.	SY	100	Complete
25.	MA	90	Complete
26.	BD	60	Incomplete
27.	TR	80	Complete

28.	VH	80	Complete
29.	YN	80	Complete
30.	ZR	100	Complete
Total		2.600	Complete = 26
Average		86,6	Incomplete = 4

Based on the results of data analysis of educators' activities which was carried out at SDN Sedatigede 2 Sidoarjo. The results of calculating student activity observation data in implementing the digital find me pair evaluation on cultural diversity material for class 5 students obtained a result of 86, while the results of the students' incomplete learning test obtained a result of 13. Based on the assessment criteria, the learning test criteria showed the criteria "Very good".

2. Discussion

The discussion above has explained the activities of educators, student activities and learning outcomes which can be concluded that the application of digital find me pair evaluation on social science learning outcomes for class V Sidoarjo elementary schools can improve student learning outcomes. This can be shown by obtaining an educator activity score of 90 in the very good category and a student activity score reaching 87.5 in the very good category and a mastery of learning outcomes score reaching 86 in the very good category.

Conclusion

Based on the results of data processing and analysis carried out by the researcher, the researcher provides conclusions related to the implementation of the digital find me pair evaluation for class V elementary school. The conclusions intended in this research are the results of student activities and the results of educators' activities when carrying out learning by implementing digital evaluation to obtain categories. very good, thus the implementation of learning has increased to "Very Good". And the learning outcomes of students in learning to implement digital evaluation of cultural diversity material for class V SDN Sedatigede 2 obtained results in the "Very good" category, thus the students' learning outcomes obtained good results.

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