

# CHAPTER I

## INTRODUCTION

In this chapter, the researcher discusses and explains the background of the study, the research question, the objectives of this study, the research scope, the specification of the product, and the definition of the key

### **A. Background of the Study**

Curriculum plays an important role in the world of education in Indonesia. The function is to supporting all stages of the educational process, from the beginning to the end, including receiving input to producing the desired output. The importance of adapting the curriculum to the conditions of students at that time has resulted in several changes in the education system in Indonesia. One of the changes that occurred was the transition from the 2013 Curriculum to the Independent Curriculum. This change aims to optimally enable students to develop their potential and abilities by providing critical, quality, exclusive, applicable, varied, and progressive learning. (Mahyudin, 2023)

One of the subjects affected by the Curriculum change is English. Applying the Merdeka Curriculum in English language learning, teachers need to explore the concept of the Merdeka Curriculum and consider projects that are appropriate to students' development phases to achieve learning outcomes that are meaningful, deep, and enjoyable. Teachers are also responsible for forming students' character based on Pancasila, as well as preparing them to be ready to face future challenges and become superior citizens. Implementation of the Merdeka Curriculum in English also involves several priority programs, self-development, and life skills learning. This aims to reflect the needs of society and provide unique and measurable learning so that graduate competencies can meet accountable standards.

MAN 5 Kediri is a school that has used the Merdeka curriculum as the school curriculum. MAN 5 Kediri is the only state Islamic senior high school with A accreditation in Kandat District with a final score of 92 in 2022. This makes this school really pay attention to the quality of learning in the classroom. However, some teachers need innovation in learning media to realize good implementation of the Merdeka curriculum. This plays an important role in increasing the learning motivation of MAN 5 Kediri students.

To support this implementation, there needs to be innovation in learning. One learning innovation is the use of learning media that attracts students' interest in learning. Hamalik (1986) believes that the use of media in the teaching and learning process can arouse curiosity and interest, generate motivation and stimulation in the teaching and learning process, and can influence student psychology. (Pusparani, 2020). Learning Media Innovation for English is game-based. One of the English Learning Media that can be used is the Uno Lingo Stack English Learning Game

Uno Lingo Stack English Learning Game or can be shortened to ULSEL-G is a classic UNO game modified into a learning medium. This game-based English Learning Media has been modified and adapted according to existing English Learning Achievements. This game is also designed to test students' concentration in learning. With this media, it is hoped that it will be able to provide innovation in the world of education, especially in learning English.

Previous research regarding UNO Learning Media was conducted by (Kumala et al., 2020). The research entitled Development of Learning Media Using Uno Stacko in Class X Physics Material shows that this learning media is classified as good. This is supported by Media Expert of 88.19% and Material Expert of 88.69%. This

research created UNO Learning Media as a learning medium that sharpens students' understanding of Physics material which contains questions in it. Meanwhile, the research carried out by the author is learning media for English lesson material that is adapted to the learning outcomes that apply in the Merdeka Curriculum.

Apart from that, (Mayang Sari Vinanda et al., 2022) has also researched learning media using UNO with the title Development of UNO Stacko Chemistry Media on Hydrocarbon Materials. This research, aimed at high school students, was declared "feasible" with a percentage of media experts of 100%, material experts at 94%, and language experts at 83%. In its use, the media was considered very good by teacher responses of 89%. The media that the author will create is intended only for English language material in high school.

Research conducted by (Camelia et al., 2024) shows that the UNO Stacko learning media has sufficient effectiveness with material expert validation test results of 75.76% and practicality tests of 80.16%. The UNO Stacko learning media is intended for junior high school students in science subjects with SUB Material: getting to know the Sun more closely. Meanwhile, the research conducted by the author was aimed at high school students in English subjects.

Based on the description above, researchers are interested in studying and conducting further research on developing Learning Media ULSEL-G in Procedure text for senior high school. This research aims to help students in the learning process and teachers in creating innovative learning media, especially in the world of English learning. The researcher used the research and development (RnD) method by taking the ADDIE theory in this research to produce a product.

## **B. Research Question**

Based on the problem above, the research problem can be stated as "How can the learning media 'ULSEL-G' in the procedure text for senior high school students be developed?"

## **C. Research Objective**

Based on the problem stated above, the study's objective is to develop a Learning Media "ULSEL-G" in the Procedure text for senior high school students.

## **D. Assumption and Delimitation of the Study**

The development of this product is based on the assumption that the UNO Stacko can be modified and can be used as learning media for senior high school students. This study focuses on the development of Learning Media "ULSEL-G" in the Procedure text for senior high school students and teachers who teach English. The subjects of this study are students of X class in MAN 5 Kediri

## **E. Research Scope**

Based on the identification of this problem, this research is limited to developing learning media "ULSEL-G" in the Procedure text for Senior High School students. The place of this research is Islamic Senior High School 5 Kediri.

## **F. Product Specification**

The result of this research is the learning media "ULSEL-G" can be used for the student and the teacher who teaches English. ULSEL-G or UNO lingo stacko English Game Learning is a team game that can be filled with a maximum of 5 groups. In this game, students in groups must work together to answer questions on the question cards provided regarding procedural text material. The answer key is brought by the teacher. If the group successfully answers the questions on the meal card, they will

be given 1 yellow star pin. Players are prohibited from collapsing Tower blocks. If it collapses, the group will be punished, namely given 1 black star or it can be exchanged for 1 yellow star, it must be released.

The expected product is a learning media using UNO Stacko that can be used by Senior High School students and teachers in Procedure text with the following specifications:

1. One set of ULSEL-G. One set of ULSEL-G consists of
  - a. Uno Stacko Blocks

Uno stacko blocks are made from wood in the form of blocks. The surface of the block has been smoothed so it is very comfortable to hold. Each block has dimensions of 7.5cm x 2.5cm x 1.5cm. The uno stacko block consists of:

- 1) Regular Blocks consisting of 40 Pcs with 4 different Colours. There are 10 yellow Colours, 10 blue Colours, 10 green Colours, and 10 red Colours.
- 2) Special Blocks are Skip blocks, wild blocks and reverse blocks. The special block specifications are as follows:
  - a) Skip blocks consisting of 7 pcs. The group that takes the skip block will be skipped and continued by the next group.
  - b) Wild Block consisting of 1pcs. The group that takes this block will get 3 stars for free.
  - c) Reverse block consisting of 2 pcs. This block indicates that the order of play will be reversed. The group that takes this block will get 1 yellow star free.

- b. Dice consisting of 2 Pcs. The function of this dice is to know who the group will play first. The dice rules are as follows:
  - 1) The group with the highest number will be the first.
  - 2) If the dice has a total of 12, it must be repeated because the highest number for the first one is 11.
  - 3) If there are teams that have the same number of numbers then it will be repeated until they get a different number of numbers.
- c. Star Pin consisting of 30 pcs Yellow Star pin and 15 pcs The Black Star pin. The star pin rules are as follows :
  - 1) If the group answer successfully, they will be given 1 Yellow Star Pin
  - 2) 1 Black Star Pin can be removed if the group answer successfully in the next round.
  - 3) 3 Pcs Yellow Star Pins will be obtained if the group gets a Wild block
  - 4) 1 Black Star Pin can be removed if the group in the next round succeeds in guessing or gets a special block
  - 5) If the group Knocks Down the UNO Stacko Tower then 1 Yellow Star Pin will be released
- d. Question cards (4 Colours) consisting of 48 pcs. Each has a different Colour and question.
- e. Answer Keys.
- f. Guide Book.
- g. Sling consisting of 5 Pcs. It is used to install the star pins.
- h. Helping Card. This card is used as a word aid in answering questions about how to make or use something.

2. How to play this game:
  - a. The blocks will be arranged in a tower-shape
  - b. To determine which group will play the first by shaking the dice (The rules for using dice are in the description and function)
  - c. One group member takes 1 block. Not allowed to take the top 3 rows.
  - d. After successfully taking the block, the player continues to take a card that has the same color as the block taken and shows it to the teacher to find out the answer code.
  - e. After showing it to the teacher, students discuss briefly with the group and answer questions.
  - f. To answer and discuss, teams are given 3 minutes (See user manual "How to Answer Questions and types of Questions")
  - g. The teacher corrects the answers using the answer key provided
  - h. If the team successfully answers they will be given 1 yellow star pin. However, if the team does not then it does not get 1 yellow star pin
  - i. If a team knocks down the Tower, then that team will get 1 black star pin or 1 yellow star pin removed. (For more information, please see the description and function)
  - j. For more information see "Description and function"
  - k. The winning team is the team with the most yellow Star Pins.
  - l. The game is declared finished if the question cards run out or according to the agreement between the teacher and students.

## **G. Significance of Research**

The significance of research includes theoretical and practical.

### **1. Theoretical**

The study is intended to give theoretical information about this research to develop a learning media “ULSEL-G” in Procedural text for Senior High School students.

### **2. Practical**

The practical significance of this study is for the teacher, for the student, for the government, and the researcher.

#### **a. For The Student**

This research is the development of interesting and practical teaching materials, that students can learn with other learning media so they can understand. Besides that, the students can practice their speaking skills in the class

#### **b. For The Teacher**

With this study, it is hoped that the teacher will provide innovation in the process of various learning media so that students can be interested in studying material because it is packaged as attractively as possible. Apart from that, in this research, it is hoped that educators can be motivated to develop a learning module to improve students' understanding.

#### **c. For The Researchers**

For researchers, this study is material to increase scientific insight regarding Procedure texts in English subjects and is also a new experience in terms of developing learning media, namely “ULSEL-G” in Procedural text



for Senior High School students. Apart from that, this study is a final college assignment.

d. For Government

The researcher hoped that this research could be used as material for consideration by the government in creating educational innovations so that better education can be realized in the future

## **H. Definition of Key Terms**

There are several definitions of key terms in this study. It will help readers to avoid misunderstandings.

1. ULSEL-G

ULSEL-G or Uno Lingo Stacko English Learning Game is an innovation of learning media for learning or teaching English. ULSEL-G is a classic UNO game modified into a learning media. This game-based English Learning Media has been modified and adapted according to existing English Learning Achievements. This game is also designed to test students' concentration in learning.

2. Procedure Text

Procedure Text is a text that describes what a person or a thing is like. Its purpose is to describe a particular person, place, or thing.

3. Islamic High School Student

Islamic High School is a school under the auspices of the Indonesian Ministry of Religion. Islamic High School is a secondary level of formal education in Indonesia which is equivalent to high school. In this study, the student of Islamic high school chosen was the Islamic senior high school level.