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## Visualization Of Learning English In Elementary Schools

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### ABSTRACT

*The introduction of English to children as early as possible is important. Language learning is a communication skill in various communication contexts. Learning English is essentially learning communication. Therefore, language learning is directed to improve the learner's ability to communicate, whether oral or written. The most basic and most necessary language elements are: vocabulary, pronunciation, simple grammar, and simple conversation. This introduction can be done by learning, namely by using edutainment applications such as multimedia applications for learning English. By combining elements of education and entertainment which are the concept of education and computers as tutorials and demonstrations, so that it can facilitate children's understanding of the material presented. . Data collection methods in this study are interviews, observation and literature study. The steps in completing the application and research are designing the application draft, making the application, testing, repairing and finally the application finishing process. The application developed consists of two compositions, namely learning and training and with the visualization method which is engineering in images and animation, it is hoped that the children will be more motivated to learn English.*

**Keywords:** *Visualization, edutainment applications, tutorial and demonstration media.*

### I. Introduction

The importance of the role of English in the teaching and learning process requires an appropriate method to improve students' English proficiency with learning activities that are fun and attractive to students. The ability of teachers to create learning activities by utilizing the environment around them to improve their foundations of thinking, language, vision, and behavior and can encourage students' willingness to learn is very important in the teaching and learning process. This is expressed in Piaget's theory (1963: 34) "young learner's foundation of thinking, language, vision, attitudes, and other characteristics develop through the direct interaction with things and environment around them. In

this case, foreign language learning must consider the needs and characteristics of young learners in order to be successful in learning.

In the world of education, computers can be used as a tool in the teaching and learning process for both teachers and students who have a function as tutorial media, teaching aids and also testing tools. Computers with multimedia capabilities are capable of presenting various audio-visual and interactive information. Multimedia technology is a new technology in the computer field that has the ability to make learning media more complete. Learning with computers can be introduced early to children by using application programs that combine education with entertainment. This application is expected to increase children's interest, creativity and imagination so that learning becomes more interesting. One of the education provided to children is English. By introducing English from an early age, it is hoped that later the children will be able to communicate fluently using English. To facilitate the delivery of material (English) to children, the lessons provided are packaged as attractive as possible in the form of audio-visual media.

English learning at an Elementary school in Indonesia has undergone a significant and very rapid revolution. In conducting learning English definitely problems arises, and the problems of English learning is actually long before the curriculum changes until the implementation of curriculum 2013. The first teacher's factor, Teachers don't use an interesting method to make the students interested in accepting the materials of the elementary students; second School don't support the English lesson for an examples lack of facilities and never given English teachers training; Third The English lesson is not included in the curriculum .

Language learning is a communication skill in various communication contexts. Learning English is essentially learning communication. Therefore, language learning is directed to improve the learner's ability to communicate, whether oral or written. The most basic and most necessary language elements are: vocabulary, pronunciation, simple grammar, and simple conversation. In addition to the elements of the language, one thing that should always be remembered by an English teacher is the importance of creating a comfortable situation and generate interest and motivation to learn English. Therefore, when children learn English from the beginning, they should learn in a pleasant situation by competent teachers, so that it can be a motivation and their capital to learn English at a more advanced level. Some of the relevant English learning medias for basic level are by using edutainment applications such as multimedia applications for learning English.

## **II. Literature Review**

Learning includes all fields, which one is language learning. Language is a means of daily communication, so it is necessary to learn pronunciation and spelling properly (Widayati, 2014). Nowadays not only Indonesian is being studied but also foreign languages, especially English. Given the importance of the role of English, it would be nice if children are introduced to English from an early age so that when children are introduced to English from an early age, when they are adults, they will not have difficulty communicating using English (Dewanti, 2005). This is because English is an international language used in all fields as a means of communication between countries. Children between the ages of 4- 8 years old are in a good time to learn a second language. How to learn foreign languages for children should not carelessly. The method used must be a simple method, communication without specific reference in the adjusted regulations. There are several techniques in teaching English and in teaching it is not

necessary to focus on existing material, but also to develop more creatively with other complementary materials such as: pictures, singing, games. In accordance with the statement of S. Savignon (1983), The most effective programs will be those that involve learners in the experience of language as a network of relations.

Learning media is an object or tool that functions as an instrument to assist teachers in the learning process with the aim of simplifying and accelerating the process of delivering learning material to students. And the media itself is a form tool in the learning process both inside and outside the classroom in non-physical form (software) which contains messages in it. Interactive learning media is a medium created to meet the various needs of foreign language learning when one or all of the factors that affect the acquisition of a second language are difficult to find (Bovee, 1997).

Computers are human works that bring big changes to human life. The purpose of computers was first created for data processing. In its development, computers have turned their function into a vital tool in every field. In the field of education, computers have many functions such as tutorial media, props, and tools to improve the individual abilities. In learning to use computers, students face and interact directly with computers. This interaction between computers and students occurs individually. In other words, the more intensity the child interacts directly with the computer, the easier it will be for him to understand the learning application. Thus it can be concluded that learning visualization is a learning method that uses audio-visual media, namely images and sounds (and text) which can be made using a computer which aims to make it easier for users to learn something.

### **III. Research Method**

To expedite research, accurate data is needed, in this paper requires data that is related to the title. The types of data required are: Primary data is "Data obtained directly from the source, observed and recorded for the first time. This data will become secondary data if people who are not directly related to the research are used "(Marzuki, 2009). Secondary Data is "Data that is not collected by researchers themselves, for example from statistical bureaus, magazines, information or other publications. So secondary data comes from second, third, and so on, meaning it passes through one or more parties who are not researchers themselves "(Marzuki, 2009). The data collection methods include:

- 1) Observation Method, Data can be obtained through observation of the symptoms under study. In this case, the five human senses (sight and hearing) are needed to perceive the observed symptoms. The results of these arrests were recorded and then analyzed by the researcher to answer the research problem (M. Hariwijaya and Bisri M.D., 2008).
- 2) Literature Method, This technique is used in the entire research process from the beginning to the end of the study by utilizing a variety of relevant literature. (M. Hariwijaya and Bisri M.D, 2008).

### **IV. Discussion**

#### **A. System Analysis**

English learning applications are designed for children, especially ages 4 - 8 years. The idea of making multimedia-based English learning applications is to attract children's interest so that they want to learn English. Besides that, it is also an alternative media for learning English besides books. This application is designed for learning purposes, but its presentation uses elements of entertainment and games. Learning materials are only limited to recognizing the names of objects or objects around the environment that are

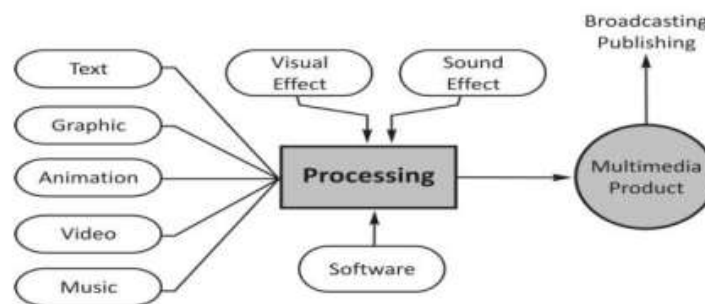
often seen by children, such as animals, vehicles, fruit, vegetables, etc. The presentation of the application interface uses animation, sound and attractive images as well as a combination of bright colors so that it can attract children's attention and is also equipped with practice questions to recall the English material that has been learned. The making of this English learning application uses Macromedia Flash 8 software as the main software, supported by other software such as Macromedia Fireworks 8, Swish Max. 2.0 cool edit pro 2.0.

### B. Requirement Analysis

The user of this application is for children. In using this application, it is advisable to be accompanied by parents.

### C. Multimedia Design

Visual stimulation and oral stimulation will provide high awareness, intensity, large size, repetition, duration, bright color. The term psychophysical refers to the interaction of psychological processes and physical stimulation. The combination of these factors in the form of a multimedia aid helps to maintain a level of intentional or unintentional attention. Multimedia design as seen in the picture.



Picture 1. Multimedia design

### D. Application Design

The concept of multimedia learning English applications basically consists of 2 parts, namely: 1). The introduction of the names of objects or objects in English which are contained in the learn or learn menu. 2). The practice questions are packaged in multiple choice form which are contained in the practice or practice menu.

In the learn menu, the material presented is the recognition of object names, where children will be treated to pictures of objects that are often encountered in their daily lives. Exercise questions are made simple and easy, adjusted to the size limit of children's abilities at the age of 4 - 8 years, so that the questions are easier to understand and understand, then these questions are also accompanied by pictures or cartoon animations. At the end of the exercise, there will be a report card value to find out the value achieved along with a description of the right and wrong answers along with the criteria for the child's intelligence level.

This multimedia application consists of main files, namely .exe files and data files consisting of .swf files, XML files, sound files and .jpg images that are placed in certain folders. Because of the separate files, this application uses the load file and unload file methods, making it easier for file management and executing existing files that don't require too much memory. Besides that, it also uses notepad (.txt) for a database of practice questions.

## **E. Application Development Concept**

This multimedia application is designed for children, so the design made uses lots of fun elements so that children are interested in using this application as a medium for learning English. This fun element is packaged in the form of attractive animation, bright pictures and colors and accompanying music that is thick with a cheerful atmosphere.

## **V. Conclusions**

English in elementary schools is needed because in today's digital era where all systems use the language of instruction of English, at least elementary school (SD) students can or can be equipped with an introduction to English so that children will not be surprised by the current era of technology. This, and the children can have a basis to continue at the next level. At the primary school level, language learning should be emphasized English is at its most basic and necessary elements of the language, namely: vocabulary, pronunciation, simple grammar, and simple conversation. Besides these language elements, one thing that English teachers should always remember is the importance of creating a comfortable situation and arousing interest and motivation in learning English. English is a foreign language that is difficult for most Indonesian children to learn. Therefore, if children learn English from the beginning, they should learn in a pleasant situation in the hands of competent teachers, so that it becomes their capital to learn English at a further level.

The author expects teachers and students to be aware and understand and strive to be able to improve the quality of knowledge on learning English in a way that is fun and easy to understand, always giving the best according to what has been set. Our suggestion is that teachers should be able to determine the learning media before teaching English, because that way the teacher can evaluate the results of the learning. Because learning media is a means or aids to convey messages from teachers to students in the learning process. That's why the media in a lesson is very important for a teacher.

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