EFFORTS TO IMPROVE TEACHER COMPETENCE IN MEDIA DEVELOPMENTLEARNING APPLICATION BASED CANVA VIA ACTIVITY KKG MINI

Noralita[1], Akmaluddin[2], Siti Mayang Sari[3], Syafuni[4]

[1,2,3,4] University Bina Bangsa Getsempena, Banda Aceh, Indonesia

* Corresponding email*: nora420714lita@gmail.com*

ABSTRACT

This study emphasizes increasing teacher competency in media development canva-based learning with the implementation of Mini KKG activities at SDN 2 Tijue. Study This is Study Action School (PTS) with four step tree, that is: action planning, action implementation, observation and reflection. The research subjects were 10 Class teacher at SDN 2 Tijue . Data collection techniques using observation and documentation techniques. Deep data analysis method study This use analysis data qualitative. Based on results study can conclusion that implementation of the Mini KKG proven capableincreasing teacher competence in developing Canva-based learning media. Matter this is evidenced by the increase in the results of the competency assessment of teachers at SDN 2 Tijue in development media learning based canvas in where on condition beginningthe average value is 45.60 and is included in the Less (K) category, increasing in the first cycle with average mark 70,47 And enter in category Enough © And on cycle second with average mark91.58 and included in the Good category (B). As for increasing the competence of teachers at SDN 2 Tijue in developing Canva-based learning media individually in the initial conditions there were no teachers who were declared complete, in the first cycle 10 teachers or 91.58%stated complete And on cycle second 10 teachers or 100% declared complete.

Keyword: Canva, KKG Mini, Competence

INTRODUCTION

In education, a educator influence participant educate For can adapt self with environment, whereas objective education is set educational outcomes achieved by students after conducting education (Qomario et al., 2022). In essence learning in formal education which includes elementary, junior high school to SMA / K level is a person's obligation to acquire knowledge theoretical and insightful knowledge (Hidayat et al., 2022). Enhancement quality learning Lots determined by learning Which designed And held by Teacher. Teacher as end spear in implementation education is a party that is very influential in the learning process especially interest students. Interest arose because of that attention big to something object, Where attention the raises desire for know, learn, and prove further (Ardiansah, 2018). To create a process active and interactive learning in learning, the teacher plays an important role very important, because the teacher relates and interacts directly with students as subject And object Study. Teacher Also demanded For skilled in plan, implement and evaluate the learning process. (Djalal, 2017) states that student can Study in a manner effective And efficient in reach objective learning Which has determined Teacher must own strategy.

In the current Digital era the use of Media learning Technology-based learning is becoming increasingly important in the learning process. One tool that can be easily used is the Canva application which is tool Study Which very role important in something teaching and learning process both formal and non-formal learning. Various media learning Which used by Teacher in convey material teaching, customized with ability And capacity Teacher themselves in using it (Rosdiana, 2018). The use of media will make it easier students understand the subject matter, because learning to use media can be designed learning is interesting and fun so students don't get bored quickly, and can motivate and stimulate students to enthusiasm in learning, support achievement of effective and efficient learning objectives. Use of learning technology that can combine educational elements and entertainment, wrong one is technology use computer based in knowledge model innovation learning.

In SDN 2 Tijue , in implementation learning in many classes student Still difficulty in understand material given by the teacher. From results observation beginning is known that from 10 Teacher in SDN 2 Tijue which become subject study there is 3 Teacher or 30% in ENOUGH criteria and 7 other teachers or 70% in LACK criteria, And

Not yet There is none Teacher Which is at in criteria minimum GOOD with acquisition mark average as big 45,60 in criteria less.

Development media learning Which interesting can help student For understand material Which taught Because own communication two direction. Media learning computer-based is the best media and source that can be used as sources of communication media, because students do not only pay attention to the media course, but interact with media (Irsan et al., 2021). Media learning can developed with based application *canvas* Because exists technology computer/ smartphones Which can applied in learning online or e learning. *Canva* is online design program that provides various tools such as presentations, resumes, poster, pamphlet, brochure, chart, infographic, banner, marker book, bulletin, And other etc provided in the *canva application* . The types of presentations that exist on *Canva* such as creative presentations, education, business, advertising, technology and more etc.

The principal's efforts as a motivator as well as the most important actor in process management For can increase competence Teacher so that can process teaching and learning can take place as expected. Headmaster is a leader and at the same time acts as an innovator in the institution education. As a leader, head school must make an effort build And improve teacher competence for the achievement of school goals. Low ability Teacher Skills in use application the *canvas* can caused by the teacher's lack of understanding of what and how to make learning media based on the good and correct *Canva* application . For can increase Skills Teacher in making media learning Based on the *Canva* application , there is a need for coaching and giving assistance to these teachers. Actions that can be taken to improve Skills Teacher making media learning based application *canvas* at S DN 2 Tijue is by holding *a Mini KKG* . In *Mini KKG* activities the teacher will be guided in a manner direct For help teachers more effective, so that expected Skills in making media learning based *canva* app will increase.

METHODS

This research was conducted at SDN 2 Tijue which is located at Jl. Prof. A. Majid Ibrahim. Tijue Student Complex , Sigli City District . The PTS steps are: planning, implementing, observing, and reflecting. subject study is Teacher in SDN 2 Tijue as much 10 Teacher Class whereas Which become object study is enhancement competence Teacher in development of learning media based on the *Canva application through Mini KKG* activities . Technique collection data in study This is interview, And

observation. kindly Overall after the data is collected, it is then used to assess success action, with indicators: a) At least the results of the teacher's competency assessment are GOOD or are in the range of values 71-89. b) Increasing teacher competence in development media learning based application *canvas* in a manner classic minimum 85% from amount participant stated complete.

RESULTES AND DISCUSSION

On Action Study cycle first This, *KKG Mini* in development media *canva* application-based learning with reference to the basics of deep reference development of learning media based on the *Canva application* . *KKG* activities prioritized on explanation And practice For fill in, prepare, in development media *canva* application-based learning . After Action Research the first cycle is known that there are still difficulties in developing learning media based on the *Canva application* remember many component Which covered inside it, And head School Still difficulties in carrying out guidance due to limited facilities and infrastructure used for example the internet connection which is sometimes lost and IT devices that are not enough support.

Results observation to action cycle first to competence Teacher in development media learning based application *canvas* showing that condition beginning average mark 45,60 And enter in criteria not enough (K). Results cycle First show increase in the average value to 70.47 and fall into the category of sufficient (C) and there was one respondent who stated that he had increased his skills in development based learning media application *canvas.*

As on Action Study cycle second, *KKG Mini* in development media *canva* application-based learning with reference to the basics of deep reference development of learning media based on the *Canva application* . *Mini KKG* activities prioritized on explanation And practice For fill in, prepare, in development media learning based application *canvas* . After Action Study cycle second can concluded that it meets the criteria and indicators of success that have been set, so that all teachers participating in the activity *KKG Mini* is said to have improved its skills in development of learning media based on the *Canva application* well. Observation results on Action The second cycle of research showed that all teachers had improved his skills in developing learning media based on the *Canva application* . Matter This is evidenced by an increase in the average score to 91.58 and entering Good category (B). From the data obtained as a result of the implementation of repair activities Which held in 2 cycle, can summarized result on table 1 following.

Table 1. Recapitulation Results Teacher Competency Assessment
in Development Canva Application-Based Learning
Media in Initial Conditions, Cycle I And Cycle Second

No	Cycle	Mark	Criteria Evaluation
1	Condition Beginning	45,60	K
2	Cycle I	70,47	C
3	Cycle II	91.58	B

Clearly in the form of graphic diagrams, increasing the competence of teachers at SDN 2 Tijue in developing learning media based on the *Canva application* as explained picture 1.

Picture 1. Enhancement Competence Teacher in Development Media
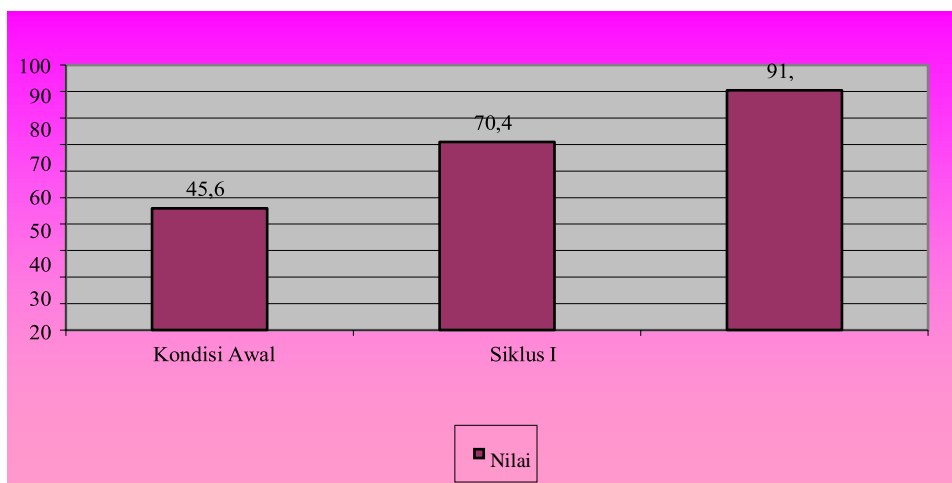
Canva Application-Based Learning in Initial Conditions, Cycle I And Cycle II

As for explanation enhancement competence Teacher in development media Canva application-based learning is based on the completeness of each teacher individually individual as explained table in lower.

Table 2. Recapitulation Results Evaluation Enhancement competence Teacher in in development media learning based application canvas on condition _ Beginning, Cycle I And Cycle II

No complete	Cycle	Done		Not yet	
		Total	%	Total	%
1	Beginning	0	0	10	100
2	First	3	70,47	7	70
3	Second	10	91.58	0	0

Clearly in the form of graphic diagrams, increasing the competence of teachers at SDN 2 Tijue in developing learning media based on the *Canva application* as explained picture 2.

Picture _ 2. Enhancement Competence Teacher in Development Media*Canva* Application-Based Learning Based on Mastery in Condition Beginning, Cycle I And Cycle II
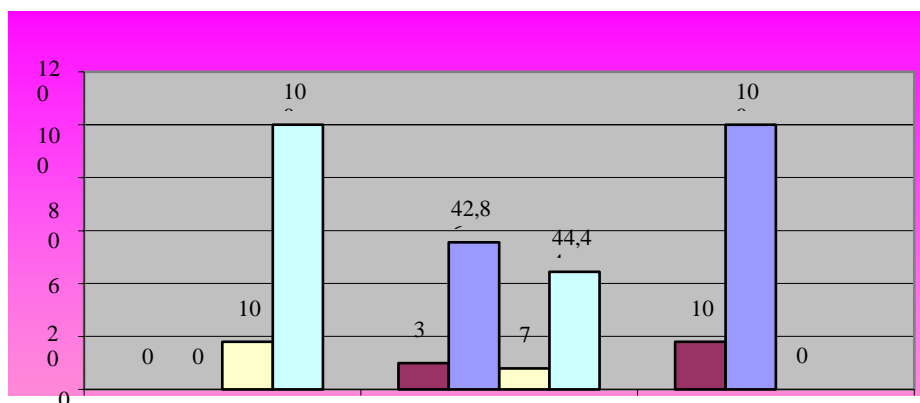
The development of information technology today is very rapid so that it affects all aspects of life, including education. In education, a teacher must master the technology. Technology can be utilized in manufacturing media in learning. Two very important elements in the teaching and learning process, are teaching methods and teaching media. These two aspects are interrelated. Election one particular teaching method will affect the appropriate type of teaching media, although there are still various other aspects that must be considered in choosing media, including teaching objectives, types of assignments and responses that students are

expected to master after teaching going on, And context learning including characteristics student.

Root from the problem is No Lots Teacher Which capable do professional development activities. Low motivation and ability of teachers in developing learning media can result in low learning motivation of participants educate. This is in accordance with (Simbolon et al., 2019) which states that the media can also make learning more interesting And pleasant.

To overcome the above problems, an appropriate and fast effort is needed. one of which is the implementation of a Mini KKG for Tijue 2 Elementary School teachers in the area help para Teacher in development media learning based application *canvas* . KKG Mini is a collaborative forum that aims to improve competence through discussion activities , for elementary school teachers at the cluster or sub-district level consisting of several teachers in several schools. As an educator teacher must have competence and expertise in accordance with applicable laws and regulations .Law of the Republic of Indonesia Number 14 of 2005 Article 20 paragraph b states that In order to carry out their professional duties, teachers are obliged to improve and develop academic qualifications and competency in a sustainable manner in line with developments in science, technology, and art.

The law above has provided a clear picture that educators must have superior quality, so that they can produce superior generations as well. The quality of education is determined by the quality of the competencies they have. Therefore educators must have their own way to improve the professionalism of their work. The way that is meant here is in the MINI KKG for elementary schools (SD). The aim is to share and discuss about the learning process. Expanding understanding and knowledge. . Activity KKG Mini can held in school with consideration that activity the can used For increase ability And competence with other teachers who have competence in accordance with their duties as teachers.

With This strategy is expected to save more time, costs, and can be utilized potential in schools. In an increasingly sophisticated era of technology, it is necessary to adapt various learning media to meet learning demands in the world of education, one of the important things to prepare is video learning. This is important for every teacher to prepare, so that students get interesting material to study. Based on the results of observations, there is a problem which appear as follows: 1) The ability of the teacher in making learning videos is very low. 2) Teacher awareness is still low on digital literacy. 3) Lack of teacher motivation For upgrade

self become more advanced And professional. So that arise One of the problems is that teachers are still carrying out conventional learning Which resulted motivation Study student generation Also decrease. So needed A training in level school For increase ability Teacher in making development based learning media application canvas through KKG Mini .

From exposure in on, show that enhancement competence Teacher in development of *canva* application-based learning media through more KKG Mini activities emphasize on method collaborative consultative will give chance *sharing* between one school principal and teachers and teachers with other teachers. With thereby, understanding And ability as well as competence Teacher in development media *canva* application-based learning can be improved both theoretically and in implementation.

CONCLUSION

Enhancement competence teachers in SDN 2 Tijue in development media learning based application canvas proven with enhancement rating result teacher competency at SDN 2 Tijue in media development canva application-based learning where in the initial conditions average value of 50 and fall into the Poor category (K), increased in the first cycle with an average value of 70.47 And enter in category Enough (C) And on cycle second with average mark 91.58 And fall into the Good category (B). As for increasing the competence of teachers at SDN 2 Tijue in the development of learning media based on the Canva application individuals in the initial conditions there is no teacher who is declared complete, in the first cycle 3 teacher or 43% declared complete and in the second cycle 10 teachers or 100% stated complete.

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