BUILDING SCIENCE AND CHARACTER EDUCATION AS A FORM OF QUALITY EDUCATION AT STATE ELEMENTARY SCHOOL 067099 IN MEDAN

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Abstract

Literacy and numeracy are skills that everyone must have to survive and contribute to the civilization of the nation. In addition, education must also be owned by everyone to develop life according to the civilization of the times. Literacy, numeracy and education are important issues globally and in Indonesia because it is predicted that there are still many people out of school, lacking basic literacy and numeracy skills, and there are still few countries that reach the target number of citizens who successfully complete the high school education level by 2030. This is also confirmed by Indonesia's literacy and numeracy PISA score in 2022 which decreased when compared to Indonesia's literacy and numeracy PISA score in 2018 and the finding that many students of SDN 067099 are still not fluent in reading and arithmetic. Therefore, the writing group took the initiative to carry out community service activities in the form of a teaching campus. There are 2 methods applied in this activity, namely the Game Method and the Leathuring Method. The service activities were carried out in 4 stages, namely preparation for activities, first day teaching activities, second day teaching activities, and closing. On the first day we taught grade 1 and 2 elementary school students. While on the second day, we taught students in grades 3 and 4. After the service activity, students' literacy, numeracy, and moral skills have improved and are getting better.

Keywords: Literacy, Numeracy, Moral, Education, Game Method, Leathuring Method

INTRODUCTION

According to UNESCO (2024), Literacy is a lifelong continuum of learning and proficiency in reading, writing and using numbers and is part of a larger set of skills, which includes digital skills, media literacy, education for sustainable development, and global citizenship and occupation-specific skills. Literacy promotes sustainable development, enables greater participation in the labor market, improves the health and nutrition of children and families, reduces poverty, and expands life opportunities. While Numeracy according to the OECD (2022) is the focus of learner competence in reasoning, analyzing, and conveying ideas by effectively solving, interpreting and formulating various mathematical problems. Every human being is required to have increased literacy and numeracy skills in order to survive and contribute to the civilization of the nation.

In addition, humans always live certain values to guide their lives. Based on the values he chooses, humans can then be judged as good humans or bad humans. Education is one of the ways that every human being is able to develop his life according to applicable values. In addition, education is the basis of knowledge that needs to be given to children from an early age. According to Cremin (1988), education is a deliberate, systematic, and continuous effort to transmit, provoke, or acquire knowledge, values, attitudes, skills, or sensitivities as well as any learning that results from these efforts. The urgency of quality education is very noteworthy because education is one of the benchmarks for becoming a developed country. This is emphasized by the United Nations (2024), which states that education is the basic building block of any society. It is also the single

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best investment a country can make to build a prosperous, healthy and just society. (United Nations 2024) Today, literacy, numeracy and education in general are crucial issues globally. According to the UNESCO Institute for Statistics (2024), although more than 86 percent of the world's population can read and write today, there are at least 754 million adults who still cannot read and write, two-thirds of whom are women. This is emphasized by the United Nations (2023) in The suistanable development goals report special edition in 2023 states that, it is estimated that 84 million children and youth will be out of school, 300 million students lack basic numeracy / basic literacy skills, and only 1 in 6 countries will reach the target of completing high school if there are no additional actions to address the problem of lagging the world in achieving quality education.

According to the PISA Report, Indonesia experienced an increase in reading and math literacy (numeracy) rankings of 5 positions each. However, Indonesia experienced a decrease in reading and math literacy (numeracy) scores from 2018 of 371 and 379 respectively to 358.57 and 365.53 in 2022. (OECD 2019) (OECD 2022) This is one of the problems that must be taken seriously in Indonesia. This argument is supported by the observation of one of the members of the writing group who stated that there are still many students of SDN 067099 in Medan who are still not fluent in reading and arithmetic. There are also students in grades 3 and 4 who are not fluent in reading and arithmetic. In order to participate in addressing the problem of the lack of literacy and numeracy of students in Indonesia, especially students of SDN 067099 in Medan, the author has the initiative to carry out service activities in the form of a teaching campus.

Campus teaching is one of several options for service activities that can be carried out by students, especially students of the S-1 Management study program at the Faculty of Economics and Business, University of North Sumatra. In this activity, the writing group will teach students of SDN 067099 in Medan with some materials related to literacy and numeracy that have been prepared. In addition, we also add moral education materials related to Pancasila and discipline to be taught in our service activities. In this service activity, the author's group made innovations in teaching techniques to students. In general, the teaching methods applied in this service activity consist of two types, namely the Game Method and the Leathuring Method. This game learning method is a novelty from the previous service conducted by Fajaria, Santi & Rossanty (2023) because the authors use teaching techniques that are adaptive, flexible, and easily responded to by students.

METHOD

In the success of this service activity. The Roma's group divided this service activity into 4 main segments.

1. Activity Preparation:
    1) Finding a place and surveying the place by the chairman.
       The research site was proposed by the group leader and deliberated with all group members. SDN 067099 was decided to be the place of group service after being discussed together. Then the chairman conducted a survey of the place planned to be the place of group service.
    2) making a permission letter by the secretary.
       After selecting the research site and surveying the place of service, the group secretary represents the group to make a letter of permission to carry out the service The secretary represents the chairman to take care of a letter of permission to carry out the service from the Faculty of Economics and Business, University of North Sumatra by first making a request for a letter of permission to carry out the service.
    3) Determine the time of service

The time of service was discussed jointly by the group leader and all group members. The service activity was decided to be carried out on November 17-18, 2023 because it was considered not burdensome for all group members.

2. Teaching Activities (First Day):
   1) Opening and introduction to students of SDN 067099 which is the target of the activity.
      On the first day of teaching on November 17, 2023, the school held a march from grades 1-6 and after delivering the direction, morning gymnastics was carried out, at the direction activity where the opening began with remarks from the Principal of SDN 067099 which was followed by the introduction of the University of North Sumatra student team one by one to all teachers and students. In addition, the Principal announced the classes that would be visited, namely grades 1 - grade 4.
   2) Delivery of material about recognizing body parts, learning to count, coloring, and recognizing professions and animal names through games given in class 1.
      This activity was guided by Roma and M. Ridwan in class 1 of SDN 067099.
   3) Prize game session with grade 1 students.
   4) Submission of material in the form of introducing alphabets from A to Z along with learning to color in class 2.
      This activity was guided by Agustina and Dya in class 2 of SDN 067099.
   5) Prize games session with grade 2 students.

3. Teaching Activities (Day 2):
   1) Opening and gymnastics with the Principal, teachers, and students.
      On Saturday on the 2nd day of teaching on November 18, 2023, the school held a march from grades 1- 6 and after delivering the direction, morning exercises were carried out, at the direction activity where the opening began with remarks from the Principal of SDN 067099 which was followed by the introduction of the University of North Sumatra student team one by one to all teachers and students and gave a word or two of motivation to students to continue to be enthusiastic in learning. After that, it was followed by gymnastics together involving the Principal, teachers, and students, as well as teaching students to create an atmosphere of enthusiastic togetherness.
   2) Delivery of material about recognizing the symbols and meanings of the Pancasila precepts which was opened with a yell in class 3.
      This activity was guided by Juan and Jesika in class 3 of SDN 067099.
   3) Prize games session with 3rd grade students.
   4) Delivery of material on school discipline and learning in class.
      This activity was led by Claudia and Nurkolisy in class 4 of SDN 067099.
   5) Prize game session with students in grade 4.

4. Closing:
   1) Farewell to the principal, teachers and students and a group photo.
      At the end of the teaching service carried out by students At the closing of the service activity, the group leader together with all members said goodbye to the principal, teachers, and students of SDN 067099, ending with a group photo session as a memento.
   2) Making a letter of release to end the service.
      After the group photo session, the group then submitted a release letter as a sign of the end of the service program.

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3) Making a Service Report.

The service report is a report containing details of all activities carried out in the service. After saying goodbye to the school, students gather together in order to make a service report for the University report and to document all activities that have been carried out.

RESULTS AND DISCUSSION

Delivery of material about recognizing body parts, learning to count, coloring, and recognizing professions and animal names through games given in class 1.

In this activity, students presented material about the parts of the human body, learning to count, coloring. The presentation of the materials delivered by Roma and Ridwan aims to increase the knowledge of elementary school students about parts of the human body, how to count correctly in a creative way. So for our activities in class 1, namely providing the material that we have provided and adjusted, namely among them:

1. Getting to know body parts

There are 2 subjects that we teach about body parts:

- Body Parts: Describes the various parts of the body from head to toe. This includes parts such as eyes, ears, nose, mouth, hands, feet, and other important parts such as fingers (thumb, index finger, middle finger, ring finger, and pinky).
- Function of Each Part: Explains the function of each body part, such as eyes to see, ears to hear, hands to hold and touch, and so on.

Benefits and Uses:

- Knowledge Base: Students learn about their own bodies and how body parts function, which is important for self-understanding and health.
- Body Awareness: Helps Students identify and understand their own body parts, which can improve motor skills and coordination.
- Health Education: Introduces the basics of health by teaching how to keep each body part clean and healthy.

2. Learning to count

Since the students we teach are still in grade 1, we teach them how to count numbers from 1 to 10. We do this through activities that involve pictures from the PPT that we provide to make it easier for them to learn to count.

Benefits and Uses :

- Basic Math: Develops basic math skills necessary for further learning later in life.
- Cognitive Ability : Improve students' cognitive ability in recognizing and understanding numbers and the relationship between numbers.
- Motor Skills : Counting activities often involve manipulating objects or pictures, which helps with fine motor skills.

3. Learn to color

Why we provide material "Learning to Color" which aims to prevent students from feeling bored, so this is also a form of refreshing.

- Coloring Pictures: Giving students a picture that has been provided and asking them to color it. These pictures may be related to the theme of the material that has been learned, such as body parts or numbers.

Benefits and Uses :

- Creativity: Coloring stimulates students' creativity and imagination.

- Fine Motor Skills : Helps develop fine motor skills through the use of coloring tools and hand-eye coordination.
- Concentration: Coloring requires concentration and accuracy, which supports the development of students' focus skills.

4. Games

In this session, a quiz session was held regarding the name of the profession and the name of the animal. Students had to guess the picture presented on the powerpoint slide about what profession or what newan was presented on the powerpoint. The winner of this game was given a prize.

Figure 1 Teaching material about human body parts

Figure 2 Inviting students to count

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Figure 3 Organize games at the end of the lesson

Figure 4 Engaging students after teaching with coloring.

Figure 5 Rewarding after the game

Delivery of material in the form of introducing alphabets from A to Z along with learning to color in class 2.

In this activity, students presented material about the parts of the human body, learning to count, coloring. The presentation of the materials delivered by Agustina and Dya aims to make students recognize the letters of the alphabet from A to Z and choose the right color according to the instructions listed on the drawing paper given. Before starting the presentation of material in class 2 SD we did some chemistry with students such as introductions, word stacking games and singing, After that we showed some animated videos of children about letters, numbers, and colors, as for the animated videos that we showed were useful as instructions for students to do coloring activities, coloring is one of the most popular activities for children. Besides being fun, coloring can be an activity to express yourself and stimulate creativity. Coloring is a simple activity that can help children develop cognitively and psychologically. Therefore in class 2 the activity we do is coloring.

Coloring activities are carried out by coloring animal images on black and white paper with number clues in each part of the animal image, this also trains grade 2 students to recognize letters and numbers. To increase the enthusiasm of students in coloring, we will give prizes to students

whose results are the most correct. After coloring, we held games to guess the name of the animal through the movements demonstrated.

Figure 6 Teaching material about alphabets from A to Z

Figure 7 Inviting students to color according to the number code that has been determined

Figure 8 Organize games at the end of the lesson

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Submission of material on recognizing the symbols and meanings of the Pancasila precepts in class 3.

In this activity, students presented material about the symbols and meanings of the Pancasila precepts. The presentation of the materials delivered by Jesika and Juan aims to broaden students' knowledge about the symbols of Pancasila and socialize the values of Pancasila to students so that students actualize these values in their daily lives. The presentation of the material began by inviting students to shout yells. The materials presented were the understanding of Pancasila etymologically, the grains of Pancasila and its practice in everyday life, the symbols and meanings of Pancasila. Before entering the games session, the speaker showed a video containing practices according to the values of Pancasila that need to be imitated and implemented in everyday life. Finally, the game session was carried out by giving several questions that tested students' insights on matters related to Indonesia and the practice of Pancasila values that could be learned from the video presented by the speaker. Winners of the games were rewarded with snacks.

Figure 9 Teaching material about the symbols and meaning of Pancasila

Figure 10 Rewarding after the game

Delivery of material on school discipline and learning in class in class 4.

In this activity, students presented material about school discipline and learning in class. Starting with the definition of discipline, types of discipline in school, the purpose of discipline in school, various kinds of discipline in school, the definition of discipline in learning, the purpose of learning discipline, things that must be considered for learning discipline, important things about learning time. The presentation of the materials presented by Claudia and Nurkolisy aims to motivate students to be disciplined during school and socialize the benefits of a disciplined attitude to learning for the future success of each student of SDN 067099.

Figure 11 Teaching material about school discipline and learning discipline

Figure 12 Rewarding after the game

CLOSING
Conclusion

The dedication that has been carried out at 067099 public elementary school in Medan city with the title "Learning is Fun" with the subtheme "Building the Spirit of Learning From Early on by Embedding Character Education" aims to have a positive impact on elementary school children. Here are some of the results that elementary school children can receive through this service:

1. Improved Student Literacy

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The literacy level of students of SDN 067099 in Medan has increased because the teaching methods used in this service activity are fun and interactive.

2. Increased Student Numeracy

The numeracy level of students of SDN 067099 in Medan is increasing. Especially in basic math skills, cognitive and motor skills. This is triggered by teaching methods that are more adaptive to students.

3. Good moral improvement

- Students become more excited about learning due to fun and interactive teaching methods.
- Creative and varied learning helps students feel that learning is fun and not boring.
- Character education helps develop positive traits such as discipline, responsibility, cooperation and honesty.
- Through activities designed to instill moral and ethical values, students learn about the importance of having good character.
- Students learn to work together in groups, communicate well, and respect the opinions of others.
- They also learn to manage their emotions, understand their friends' feelings, and show empathy.
- Students are taught to develop good study habits such as making a study schedule, reading regularly, and doing assignments on time.
- By building these habits early on, students are expected to become independent and responsible learners.
- -The program encourages students to think creatively and find innovative solutions to learning challenges.
- Activities involving arts, crafts and science experiments can stimulate student's imagination and creativity.

Overall, this service aims to create a positive and conducive learning environment for children of public elementary school 067099 in Medan, with the hope of forming a generation with good character, achievement, and ready to face future challenges.

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