Development of Snakes and Ladders Media Based on Blora Local Wisdom in Practicing Writing Skills in Indonesian Language Subjects for Elementary School Students

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Abstract. The problem at SDN Bacem 02 Blora is related to the low writing ability of students. In this case, the researcher wants to design a snake and ladder media in which a story based on Blora's local wisdom is inserted. The purpose of this study is to develop a snake and ladder media to train students' writing skills in the Indonesian Language subject in elementary schools. The research was conducted using the development method (Research and Development), using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Data collection techniques used questionnaires from media experts, questionnaires from material experts, and assessments on students' writing skills in the Indonesian Language subject in the form of graphs. The results in the development of the snake and ladder media were 91% from media experts and 96% from material experts. Then, from the writing ability, it can be seen in the graph that it always increases in each meeting.

Keywords: snake ladder; local wisdom of Blora; writing ability

INTRODUCTION

Education is a means by which students acquire knowledge. It also serves as a means and infrastructure to help them develop their hobbies and abilities, which will ultimately serve as provisions for a better life. In this regard, education plays a significant role in human survival. It is hoped that everything will run smoothly and smoothly, ensuring sustainability (Wati, 2021). Education is expected to humanize humanity, meaning that people are encouraged to think more deeply, to understand and comprehend, not merely to live their lives but also to be useful to others and provide greater benefits to others (Anggraeni et al., 2023).

This research naturally arises from a problem. An analysis conducted by researchers at SDN Bacem 02 Blora revealed that students' writing skills in Indonesian were still very low (Marcela et al., 2022). Certainly, special handling is needed to prevent this and improve learning in the school. Various inputs and ideas can certainly help address the problems that arise. The influence and input from previous researchers will certainly be very helpful in finding the best ideas for solving problems that arise in a school (Mira Destyaningrum & Novanita Whindi Arini, 2023).

Learning media is a supporting tool for teachers to emphasize students' understanding of reality, not just theory. With learning media, learning is expected to be easier, and students will enjoy it more (Jannah & Djannah, 2021). Learning media combined with games will certainly make students more interested and feel challenged to improve. Games encourage students to compete, which, of course, motivates them to continue learning and achieve the desired results (Dynawantika et al., 2023).

Snakes and Ladders is a traditional game, which can be played by two or more people. The game board is made of small squares with ladders and snakes inside the squares. In this game, a winner can be said to be if the player can reach the finish line quickly. Of course, achieving this is not easy because there will be many obstacles in it. For example, if we are in a box with a snake, of course, we will fall down, but if we are in a box with a ladder, of course, we will be lucky and can climb up (Aela et al., 2023).

This game has been around since 1870. If this game were used as a medium, it would certainly be a good thing and could encourage students to study harder. Especially if researchers want to improve students' writing skills, of course, this game would more easily understand the values of goodness, which of course, it is hoped that students will be better absorbed (Yanti et al., 2021).

Writing ability is something that can be learned, the relationship with writing actually occurs not because of talent, but a sense of interest

and a good desire so that writing can be done, in this case the ability to write is very necessary to be considered for students because writing will be able to create things or ideas that will arise in the individual (Septiaseh et al., 2024). Writing skills really need to be applied and taught to elementary school students. If this learning is not carried out on students, it will certainly make students' knowledge related to writing low, and of course this will be a loss for the nation, because in developed countries the majority of people like to read and write (Pratama et al., 2022).

Indonesian language learning, which is highly capable of developing language and writing skills in students, naturally creates many things, because everything that happens inevitably begins with language (Primayana, 2022). In this regard, related to improving writing skills in elementary school students, Indonesian language learning in elementary school is certainly a suitable companion to improve writing skills in students, especially when combined with games. This will certainly be able to provide good learning and will be remembered by students. It is hoped that from this, Indonesian language learning, media, and writing skills can run smoothly and be able to form an appropriate combination (Kusuma Ardi & Desstya, 2023).

The learning process begins when the researcher/teacher provides examples of stories based on local wisdom of Blora. Then, the researcher/teacher provides an invitation to the relevant Indonesian language subject to develop writing skills in elementary school students (Putri, 2020). Another thing that supports the development of writing skills in elementary school students is of course the provision of learning media in the form of games, namely snakes and ladders, with the existence of this learning media, it is certainly very familiar among children, because the snakes and ladders game is very fun and is able to provide interesting learning for students. In relation to introducing folklore based on local wisdom of Blora, in each game, a story of local wisdom in Blora is given, in this case there are two stories, namely the story of Barongan and Arya Penangsang, then after students learn this, the students then write the characters and characters in the story (Fadila et al., 2021).

METHODS

The method used in this research is a development type or commonly called RnD (Research and Development) which develops a

snake and ladder learning media which contains stories based on local wisdom of Blora, the story of Barongan and Arya Penangsang, As for the learning model stage, it uses the ADDIE type (Analyze, Design, Development, Implementation, and Evaluation), where with this learning model which starts from a problem, it can and is able to develop a learning media that is able to overcome problems that exist in the school (Branch, 2020).

RESULTS AND DISCUSSION

The stages in this research model use the ADDIE (Analyze, Design, Development, Implementation, and Evaluation) model. Each stage requires study and research capable of supporting the success of the research. An explanation of each stage is as follows (Pratama et al., 2022).

Analysis Stage

This stage involves visiting a school to identify a problem within the school. In this context, the researchers visited SDN Bacem 02, located in the Blora area. It was discovered that the school's writing skills in Indonesian language subjects in elementary schools were still very low. This situation necessitated action to improve writing skills. This problem led to the development of a learning medium, the Snakes and Ladders game, based on Blora's local wisdom, to improve students' writing skills at SDN Bacem 02 Blora. In this regard, the process of developing a snakes and ladders learning media is not easy. It requires the involvement of media experts and material experts. A design phase is also required to create the snakes and ladders game, as well as several materials that will be presented in the writing learning process through a snakes and ladders game.

Design Stage

The design stage requires several tools to support the development of learning media. Therefore, the researcher used CorelDraw and Canva software to create the snakes and ladders design. The design was made as detailed and engaging as possible to engage students in learning writing in Indonesian language subjects in elementary schools. Furthermore, we also need to prepare various materials to support the success of the writing learning process. The materials must be as engaging as possible, using various languages and colorful designs to ensure students feel comfortable and engaged with the snakes and

ladders game.

Development Stage

The development phase consists of several stages. The first stage is the creation of the snakes and ladders board framework. This framework is formed into 30 squares. The design is still black and white and will then be given attractive colors. The most important aspect is creating the framework while researching material about the Barongan and Arya Penangsang stories, which will later be placed in each square. The snakes and ladders board framework design can be seen in Figure 1 below.

Figure 1 shows the initial design of the snakes and ladders learning media. The design contains 30 boxes, each of which will be given material related to folklore based on local wisdom of Blora. In this case, the researcher used two stories: the Barongan and Arya Penangsang stories. Therefore, each game that students will go through in each number will be given the story of Barongan and Arya Penangsang. After students receive the story, they are asked to study it and write the characters and characters in the story.

Figure 1. Snakes and Ladders Board Design

The second stage in designing the snakes and ladders media is providing various colors to make it more interesting and more exciting. It is important to note that this design process uses CorelDraw software. This variety of colors is expected to provide more variety for students and tend to not get bored with or during playing the game. The various coloring processes can be seen in Figure 2.

Figure 2 shows the coloring process on the snakes and ladders board, where the colors used are varied to make it more attractive and of course colorful. This process is the middle stage where

the snakes and ladders learning media process will be formed more clearly, and for the next stage is the placement stage on the ladders and also the snakes, and don't forget to provide material for each number on the snakes and ladders board.

Figure 2. Snakes and Ladders Board Coloring

The third stage is the process of drawing the ladders and snakes as well as the placement of the snakes and ladders so that they match. This drawing process also requires good imagination and concentration, because the process of drawing the snakes and ladders is the result of the researcher's own drawings using CorelDraw software. So, from this, the level of authenticity of the learning media created by the researcher can be determined. Although on this snakes and ladders board there are only 30 numbers, but this is not a problem so that students tend to get bored and can take turns playing more quickly. Related to this, the process of placing the snakes and ladders images can be seen in Figure 3.
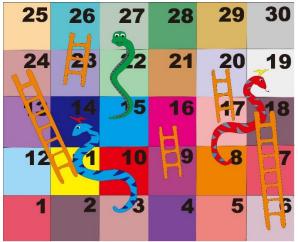

Figure 3. Snakes and Ladders Media

No	Assessment Aspects	Score	Ideal Score	%
**Table 1.** Validation of Media Expert Questionnaire			
1	Conformity Indicators	23	25	92
2	Product Feasibility Indicators	22	25	88
3	Presentation Indicators	23	25	92
	Amount			272
	Average			91

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Table 2. Validation of the Subject Matter Expert Questionnaire

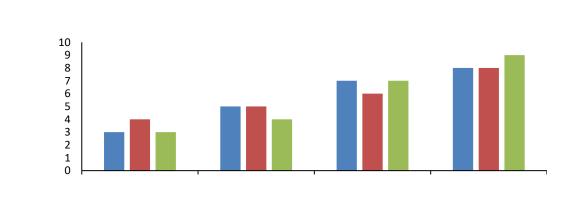| No	Assessment Aspects	Score	Ideal Score	%
1	Conformity Indicators	15	15	100
2	Product Feasibility Indicators	19	20	95
3	Presentation Indicators	9	10	90
4	Competency Indicators	20	20	100
	Amount			385
	Average			96

Figure 1. Indonesian Language Character Education Learning Outcomes

In Figure 3, is a form of snakes and ladders learning media, from this game-shaped media is original from researchers who made it using CorelDraw software, from this learning media it is certainly hoped that it will be able to improve students' writing skills in Indonesian Language subjects, where with the game it is hoped that learning will be more fun, so that besides being fun it also provides knowledge, besides that students' writing skills will also be better and more organized for the future.

Implementation Stage

This stage is used to test the snakes and ladders learning media. The assessment used to determine the validity of the media involves researchers creating a questionnaire, which will be completed by media experts and material experts. The results are expected to yield valid data that can then be tested on students regarding writing skills in Indonesian language subjects in elementary schools. The results of the media expert questionnaire are shown in Table 1 below.

Table 1 shows the media expert validation, where the product design assessment received a score of 23 (92%), the product usage assessment received a score of 22 (88%), and the product contribution received a score of 23 (92%), resulting in an average score of 91%.

The validation aspects of the material expert questionnaire can be seen in Table 2 below.

Table 2 shows the validation of the material expert questionnaire, which included assessment aspects such as the Suitability Indicator (15 points, 100%), the Product Feasibility Indicator (19 points, 95%), the Presentation Indicator (9 points, 90%), and the Competency Indicator (20 points, 100%), with an average score of 96%. The results of student improvement in the Indonesian Language Writing Learning material can be seen in Figure 1.

Figure 1, related to the results of students' writing skills at SDN Bacem 02 Blora, in the Indonesian language subject at elementary school, using the snakes and ladders method, shows significant improvement from meetings 1 to 4. Students tended to be more active in the learning process and had a better understanding of the learning related to their writing skills. This demonstrates that the snakes and ladders method is effective in improving students' writing skills in the Indonesian language subject at elementary school.

Evaluation Phase

The evaluation phase is the final stage of this R&D development research. This research, of course, still involves many trials. Other researchers can use this as a reference source and conduct further studies and research using this snakes and ladders model. Innovation is essential for optimizing existing research. This innovation can make learning more enjoyable for students. Furthermore, the inclusion of games in learning tends to reduce student boredom.

CONCLUSION

Research on the development of snakes and ladders media is very effective in training writing skills in elementary school students, this can be proven by the existence of this research which always experiences improvements in every aspect of learning in the snakes and ladders game, in terms of validation by media experts and snakes and ladders media materials are very suitable if applied to student writing learning in Indonesian Language subjects in elementary schools.

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