Develop Spin Wheel Media as Learning Media Based on Power Point in Elementary School

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Abstract
This research aims to develop spin wheel media as learning media based on power point in elementary school students, The method of this research used Research and Development (R&D) using the ADDIE approach (Analysis, Design, Development, Implementation, and Evaluation). This research was conducted at Elementary School students, East Jakarta. The subjects of this study were the fourth grade elementary school students as many as 35 students. Data collection techniques were carried out by interviews and questionnaires. The result of the validation by the media experts got a score of 85,75% in the very good category, the validation results by material experts got a score of 86% in the very good category and the validation results by Language experts got a score of 85,6% in the very good category. Based on the validation results from each expert as well as the results of trials, The colclusion of this research that the power point-based spin wheel media is feasible to be used as a social science learning in fourth grade elementary schools students.

Introduction
The Covid-19 outbreak made schools have to carry out online learning. When online learning takes place students just stare at the screen of their mobile phone or laptop and then they do the task given, it is feared to make students saturated and plus the learning atmosphere also different when learning in the classroom. (Nurfadhillah et al., 2021). state that many students feel bored because they only stare at the screen of a mobile phone or laptop for this reason, online learning can use media to overcome saturation, this statement is in line with Solichah's opinion that learning media is often used as an option to overcome student learning saturation (Solichah et al., 2021). Basically, the learning media itself has many important roles in a learning process (Usman et al., 2021). Eexistence of this media can be a solution in learning to overcome the boredom of students.

By using the learning process media will be more effective and learning will be more interesting and interactive (Lalian & Siregar, 2019). If the media used appropriately the learning process will be effective and become a supporting tool to achieve learning goals (Puspitarini & Hanif, 2019). Besides being able to be used as an option to overcome saturation when students learn, the media itself can be used as a tool for students to achieve learning goals, but the media used must be appropriate, meaning that the media used can be used in these subjects or in accordance with the material. Moreover, in online learning, the media used right with the current conditions which means it can be transformed to digital. Media used in social science subjects. Social science is the science that studies social life in everyday life. (Fatmawati et al., 2021). state that social science is a lesson that studies and analyzes social life on the basis of geography, economics, sociology, history, anthropology, political science by looking at everyday problems society

Therefore, the learning in the design must look at the phenomena that occur in society, also in the learning of social science quite a lot of concepts in the form of abstracts where these concepts must be concrete using media. (Setiawati et al., 2019) says learning media can help compile abstract social science materials, so that students can better understand the material taught. Based on existing facts, the level of students' understanding of social science materials is considered low (Neteria et al., 2020). Therefore, the use of learning media must be really considered, because the social science material itself is abstract, so that students better understand the material taught, should use media that can help students to improve the understanding of social science materials. Choosing the right media in one learning during the pandemic period is able to produce good output according existing needs and conditions (Lukmanul, 2020). Learning media has also been widely developed many parties (Sakmal et al., 2014).

Many parties provide media creation, whether used for material presentation or in the form of learning videos combined with many elements such as songs, conversations, pictures and others. So that it can be used to make the quality of learning better and more interesting, especially for students. However, in order for learning to run and produce good outputs, learning must choose the right media, which media must also be adapted to current conditions. This means that learning media can be transformed into digital, so that they can also be used when learning online or learning offline. In addition, in choosing a media, you must also consider several aspects. In choosing media must pay

attention to the aspect of ability to pack media (Herlina & Dewi, 2017). In addition, in the use of media must be adjust to the conditions of learners and the facilities available (Widyasusanti et al., 2022).

One alternative media that can be used in social science learning is the spin wheel made inside the power point. Media spin wheel itself is a medium that can help in the learning process. Spin wheels are designed in color shades that each part has a different color with the aim of making students more interested (Astuti, 2019). So, it can be concluded that the spin wheel itself is in the form of a circle that will be divided into several sectors with different colors. The use of the spin wheel media is quite easy, namely by clicking the spin button on the slide, then the spin wheel will spin according to a predetermined time and will stop in one sector, after which students can answer the questions contained in the stopped section. However, in its implementation students can divided into several groups. The goal is that all students in the class can answer these questions through group discussions, also so that the class atmosphere is more conducive, because if the implementation is not formed into several groups, then students will fight over answering questions, so that the class atmosphere becomes unstable conducive

In this research, the spin wheel media will made in power point, because power point has many features that can use, such as being able to add images, sound, video, color and several other features. Thus, the display of the spin wheel media will be more attractive to students. Power point itself is one of the tools to make learning run effectively, moreover it can add some animations. The statement is in line with the opinion of Poerwanti & Mahfud who said power point itself is an effective medium, because it can add colors, letters, animations in the form of text and photos. (Poerwanti & Mahfud, 2018). So that this spin wheel media can be made even more interesting in power point, because it can be added color in the background, then you can add photos or videos, so the spin wheel media display is not only in the form of a circle, it can be combined with several colors or animations to make it more attractive. This media spin wheel has a more attractive appearance

Spin wheel Media its useful to make students active in learning, aims to make it easier for students to understand the material and make students interested in playing an active role in the learning. (Nurhasanah et al., 2021). In line with Dewi's opinion, this Spinning wheel game is among others to train the activeness of learners, make students more motivated so that learning runs effectively, improve the ability to express opinions or responses, make active and fun learning conditions and make it easier for students to more easily understand the material (Dewi et al., 2012). Thus, the material taught will be more easily understood by students, moreover some aspects of the ability of students who are trained when using the spin wheel media such as the ability to express opinions and the ability of students to answer questions. Therefore, the spin wheel media can be used to assess several aspects, such as cognitive aspects and attitude aspects which are of course adapted to the questions contained in the media. The advantage of the spin wheel media is that the media is flexible, so it can be developed and modified with other models of teaching materials. (Hasan et al., 2021). So that it can be applied in various classes and spin wheel media can also improve students' thinking skills through the questions in the spin wheel.

(Hasan et al., 2021). Namely the result of research on the development of rainbow spin media is the use of rainbow spin media effectively used in social science learning, seen when the implementation of rainbow spin media in this learning makes students look very enthusiastic and very excited. Students try to answer the questions contained in this rainbow spin correctly and look more pleasant classroom atmosphere. Research conducted by (Gusdiana et al., 2021) developed a spinning wheel game box media in the learning of IPA grade 4 elementary school. The results of this study mentioned that this spinning wheel media has met the valid criteria of 3 experts, namely, media experts, material experts and also linguists. As well as this spinning wheel media can be said to be a practical medium, this is shown from the analysis of media practicality sheets from teachers and students in the 4th grade of elementary school. (Arifin et al., 2022), developed a smart play wheel media. The results of this study mentioned that smart play wheel media improve student learning in the learning of morals in the 3rd grade of elementary school. This smart play wheel media can said to be effective if applied in a learning, this is based on tests conducted by researchers. Previously researchers gave pretests to students and the results were below minimum compliance criteria, but after using the smart play wheel media, the test results showed numbers above minimum compliance criteria

Research Method

This research develop by Reseach and Development with ADDIE approach which goes through 5 stages of Analysis, Design, Development, Implementation, and Evaluation. At the design stage, At the development stage, the researcher begin to develop spin wheel media by adding animation in the form of images, videos for questions and some decorations to make the media display more attractive and will then go through the validation process from media expert, material experts and linguist expert. After designing the product and having revised the product, the next step is to implement the media

in a lesson with two trials, namely a one-to-one trial of 4 students, a small group trial of 6 students, a class of students and to the teacher. At the evaluation stage, the product that has been implemented gets an initial evaluation carried out to provide feedback on the following learning media. Data collection use instruments in the form of questionnaires on 35 students and 1 4th grade teacher.

Table 1. Scale Rating

No	Percentage	Eligibility Categories
1	0% - 20%	Poor
2	21% - 40 %	Fair
3	41% - 60%	Good
4	61% - 80%	Very Good
5	81% - 100%	Excellent

Result and Discussion

Development of media begins with conducting a needs analysis through questionnaires and interviews conducted by researchers to class teachers and students. The social science learning process has utilized power points in the learning process, but still teachers still use the lecture method, where students have less active role in learning. However, there is also another obstacle that the teacher does not understand to make the media more interesting, especially in the use of power points, so that the teacher only enters the text and then explains the material to students and after that students are given assignments. Thus, making learners tend to be less enthusiastic when the learning process takes place, of course, responding to this, one of the solutions that can given the use of more interesting media, one of which is a power point-based spin wheel media in learning social science.

Each expert uses an instrument in the form of a questionnaire to validate the spin wheel media power point. Media validation contains the display of social science learning in the form of a power point-based spin wheel on the material. Media experts conduct analysis and study in terms of media appearance and overall ease of use of media

Table 2. Media Expert Test Results

No	Aspect	Score	Rating
1	Media Content Component	85%	Excellent
2	Visual Design	85%	Excellent
3	Thyphography	83%	Excellent
4	Media Operation	90%	Excellent
	Average	85,75%	
	Rating		Excellent

The material validation sheet contains the feasibility of power point-based social science learning materials on various kinds of work for 4th grade elementary school students. The aspect that saw from the depth of the material, then its suitability with core competencies and learning objectives

Table 3. Material Expert Test Results

No	Aspect	Score	Rating
1	Content Quality	85%	Excellent
2	Serving	87%	Excellent
	Average	86%	
	Rating		Excellent

Results of the language validation sheet contains the appropriateness of the language used in the spin wheel media for social science learning for various kinds of work and economic activities

Table 4. Language Test Results

No	Aspect	Score	Rating
1	Sentence Structure	85%	Excellent
2	Terms Used	85%	Excellent
3	Spelling Accuracy	87%	Excellent
	Average	85,6%	
	Rating		Excellent

Researchers conduct product trials to learners to see the response of learners to spin wheel media that has been developed. The trial conducted was a one to one trial of 4 students and a small group trial of 6 students. The results of the trial can be seen in table 5 and table 6.

Table 5. One-to-One Test Results

No	Aspect	Score	Rating
1	Design	85%	Excellent
2	Material	83%	Excellent
3	Use	87%	Excellent
4	Usefullness	90%	Excellent
	Average	86,25%	
	Rating		Excellent

Table 6. Small Group Test Results

No	Aspect	Score	Rating
1	Design	90%	Excellent
2	Material	85%	Excellent
3	Use	89%	Excellent
4	Usefullness	90%	Excellent
	Average	88,5%	
	Rating		Excellent

The development of power point-based spin wheel media received an excellent response from teachers and students. Students are also more motivated when learning takes place because of the attractive spin wheel display. Based on the results of research and development that has carried out by researchers, power point-based spin wheel media that has developed is preferred by learners.

Conclusion

The development of power point-based spin wheel media in elementary school social science learning using the ADDIE model, namely 1) Needs analysis, 2) Making product design, 3) Conducting product development and validation from media experts, materials experts and language experts, 4) Product implementation through one to one and small group trials and 5) Product evaluation. The number of scores obtained from media experts is 85,75%, from material experts by 86% and from linguists by 85,6%. With all three scores from each power point-based spin wheel media expert is categorized very well although there are revisions to font size and font location. In addition, the product was tested to students through 2 stages, namely one to one and small group, the one to one trial got a score of 86,25% and the small group trial got a score of 88.5%. When implemented in learning, it looks like students are more enthusiastic. Many students are willing to try to answer the questions contained in the media and it is also seen that the learning atmosphere is more fun. With this score, the products that have been developed are categorized very well. Therefore, based on the results of assessments from media experts, material experts, linguists and product trials to students, it can be concluded that power point-based spin wheel media is suitable for use in elementary school social science learning.

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