

Application of E-Learning Quipper School

¹HUSAEFAH H., ²MARDHIAH

¹Kepala SMA Negeri 10 Makassar, ²Fakultas Tarbiyah Keguruan Universitas Islam Negeri (UIN) Alauddin Makassar

Abstract: This paper aims to describe the utilization of e-learning Quipper School. E-learning is an innovation in education that has a very large contribution to the change of learning process, where the learning process is not only limited to lecture activities with media improvise but the delivery of learning materials can be visualized in various formats and forms more dynamic and more interactive so that students will more motivated. E-learning is an open source based application such as Quipper School, E-Front, Edmodo, Moodle, and so forth. Use of this application can be enjoyed in the field of education for free. Quipper School was launched in January 2014 as a new breakthrough in education. PAKEM is an approach that allows learners to work on diverse activities to develop their skills, attitudes, and understanding with the emphasis of learning while working. While teachers use various sources and learning aids, including the use of the environment, so that learning is more interesting, fun and effective.

Keywords: e-Learning, Quipper, Active, Creative, Effective, Fun.

1. INTRODUCTION

According to Sofyan Amri and Iif Khoiru Ahmadi (2010) states that PAKEM is an abbreviation of learning, active, creative, effective, and fun. While Mohammad Jauhar (2011) states that PAKEM can help students develop high-level thinking skills, critical thinking, and creative thinking. Furthermore Winastwan Gora and Sunarto (2010) stated that PAKEM is a learning approach rather than a strategy or method of learning, and Mohammad Syaifuddin (2008) states PAKEM is a learning that activates learners, develops creativity so that the learning process is effective in a pleasant atmosphere.

From the opinion of some experts can be concluded that teachers should be able to develop learning with the ability of children as digital native to realize active learning, creative, fun, using information technology and computer that will make children think critically and creatively.

Reading is one of the strategies in learning and learning itself is required for both men and women. Our main enemy is ignorance and to fight stupidity of course through education. Education has a parent that is "reading". In addition to familiarize yourself in reading and learning, then we also need to work or work. In the teachings of Islam it is said that "if you work, then enough, when finished in one job then move on to another job".

Furthermore it is said that we need to have a good confidence. Someone who has a firm self-confidence then he has a philosophy or motto of life that is "yes I can and yes I will" And borrow a foreign saying that "if there is a will so there is a way" That an absolute teacher to have character. The character teacher must have "independence, professionalism and confidence". Or in a certification program it is now said that every teacher is absolute to have 4 competencies; pedagogic competence, professional competence, personal competence and social competence. Most importantly we must be able to be ourselves-be our self-we must be the best- Yes to be the best in our lives. "So for that always to increase knowledge and experience"

Facilities in the form of learning content available in cyberspace in the form of ready-to-use applications less utilized as a tool for the development of learning and self-development of educators in schools. Many teachers who do not want to

know about the advancement of learning technology that for free can be used for teaching and learning process. Though the principal has provided motivation on the importance of utilizing information technology but still not maximal use.

Now is the time for teachers to think how technology can help them, especially in their use in realizing PAKEM (Active and Creative Active Learning Effectively by Utilizing the E-Learning Quipper School Application) in the classroom. Information Technology should be positioned as a 'tool' to realize learning objectives. In the classroom students do not learn about technology although indirectly students will provide experience using information technology in solving everyday problems. So technology is just one of the means of achieving goals not everything. The presence of the PAKEM approach can provide ideas for schools and faculty to lead students to a better direction, "aware of the need to equip their students in time" to be ready for future challenges.

2. LEARNING CREATIVE ACTIVE TO USE E-LEARNING APPLICATION

PAKEM is an approach that allows learners to work on diverse activities to develop their skills, attitudes, and understanding with the emphasis of learning while working. While teachers use various sources and learning aids, including the use of the environment, so that learning is more interesting, fun and effective. (Jamal Ma'ruf Asmani, 7 Tips on PAKEM Applications (JogMakassar: Diva Press, 2010, p 59)

PAKEM stands for active, creative, effective and fun learning, is a contextual learning model that involves at least four key principles in the learning process. PAKEM is also a learning approach that enables learners to engage in diverse activities to develop skills, attitudes, and understandings with an emphasis on learning while working, while teachers use a variety of learning resources and tools including the use of the environment so that learning is more interesting, fun and effective. Understanding PAKEM learning can be described as follows:

Active learning:

Active learning is a umbrella term for several learning models that focus the responsibility of the learning process on the student (Wistawan Gora, PAKEMatik, p.11). In this study, the teacher is more positioned himself as a learning facilitator that regulate the circulation and the course of learning by first conveying the goals and competencies to be achieved in a learning. While learners are actively involved and play a lot in the learning process. The active role of the student is crucial in the creation of a creative generation, capable of producing something for himself and others (Jamal Maaruf, 7 Tips for Learning Applications).

Active learning is the name of an approach to educate students by providing a more active role in the learning process. In this case the teacher moves from the most important role in front of the class and presents the subject matter; be the students who are in their own teaching positions, and the teacher is transformed into a coach and a helper in the process.

So active learning is a learning approach that focuses on the learners to be active in teaching and learning activities. Active learning of teachers only as people who observe and help when learners have difficulty while learners must be active in teaching and learning activities to foster student creativity.

Creative learning:

Creative learning is learning that encourages students to perform creative learning process. Jerry Wennstrom (2005) says the creative process of an exploratory format is different from the others, the process that is linked in life experience and not a general model. The creative process is an act for the process of continual discovery, deep excavation with the heart, mind, passion for the beauty and new experience that can be felt.

Creative learning is a learning process that requires teachers to be able to motivate and create student creativity during the learning process, using multiple methods and strategies, such as group work, role play, and problem solving. Creative is also intended for teachers to create diverse learning activities, so as to meet different levels of student ability. For that teachers are required to stimulate the creativity of learners in terms of thinking skills and in performing an action.

From the above understanding can be concluded that the creative learning is teaching learning activities that require teachers to cultivate develop student creativity. Not only creative students but teachers also have to discover new things so that not only students but teachers are creative in creating diverse learning activities.

Effective learning:

Effective learning means that learning is meaningful for students. Active circumstances and fun is not enough if the learning process is not effective ie not produce what should done students after the learning process takes place.

Effective learning requires active involvement of learners, as they are central to learning activities and the formation of competencies. This learning also needs to be supported by adequate atmosphere and environment. For that, teachers should be able to manage the place of learning well, manage students, manage learning activities, manage content / learning materials, and manage learning resources.

Based on the above description, in the effective learning of learners' involvement is very important because they are the center of teaching and learning activities and the formation of competence. In addition, teachers should also be able to manage the class well in order to become a learning and teaching activities that are meaningful for learners.

Fun learning:

Fun learning (joy full instruction) is a learning process in which there is a strong cohesion between educators and learners, without any feelings of forced or depressed (not under pressure). In this study the teacher positioned itself as a partner to learn learners to create an atmosphere of intimacy between educators and learners in the learning process.

Fun is a fun learning environment and students focus their full attention on learning so that their time on task is high. According to the results of research, high bulk time proved to increase student learning outcomes.

So, a fun learning will make the atmosphere become more conducive study so that between teachers and learners together - benefited in teaching and learning activities. In addition students can also devote their attention to learning materials to facilitate them in studying learning.

3. DEVICE AND APPLICATIONS E-LEARNING QUIPPER SCHOOL

As a tool in the PAKEM approach schools prepare a wi-fi network for internet access in the school environment. Teachers and students can use a laptop or android / tablet to access E-learning Quipper School. In addition to these devices, the ability and willingness of teachers in using the computer is also preferred because PAKEMatik requires teachers who have mastered the computer and also have the intention to implement it. In the application of this application is adjusted to the time allocation, PAKEM activities are only an approach, can also be a substitute for teachers or resource, packaging of learning must be in accordance with the objectives of learning, competency standards and basic competence.

In this lesson there is a firmness and a condition that must be obeyed and understood to the negative and positive side of the internet, a lot of pictures or videos that become garbage and not well seen by students, students will usually be aware of it and adhere to its learning goals. In this case the teacher must also be good at input search with words and sentences that match the material to be searched on the internet. Teacher supervision should be further improved.

Understanding E-learning:

E-learning is an innovation in education that has a very large contribution to the change of learning process, where the learning process is not only limited to lecture activities with media improvise but the delivery of learning materials can be visualized in various formats and forms more dynamic and more interactive so that students will more motivated.

According Daryanto (2010), explains the meaning of E-learning is a learning system that utilizes electronic media as a tool to help learning activities. Most assume that the electronics in question here are more directed at the use of computer and internet technology. Through computers, students can learn individually, either programmed or not programmed. Un-programmed students can access learning materials and information by using facilities on the internet, such as search engine data (search engine). Students can freely search for materials and information according to their respective interests without any intervention from anyone.

Prasojo and Riyanto (2011) argued that e-leaning learning process can facilitate the involvement of learners through the knowledge gained in the learning process, increase interaction among learners significantly, facilitate access to information, foster the creativity and communication needed by learners to be more involved in the learning process.

One of the information technology that is utilized in E-learning implementation is internet. With the internet technology, between educators and learners can always communicate without being limited by space and time. Although the current implementation of e-learning systems varies widely, they are based on a principle or concept that e-learning is intended as an effort to distribute learning materials through electronic or internet media so that learners can access them anytime from all over the world (Surjono, 2010).

In this program, the school or organizer provides a website / web e-learning that provides complete learning materials, both interactive and non interactive. Student activities in accessing learning materials through E-learning can be detected what they learn, how the progress of learning, how the score of learning results and others. E-learning is not just an online course, it helps broaden the horizons. In the world of electronic learning, there are direct benefits gained through E-learning such as:

1. Helping the emergence of questions that are more interactive and wide-ranging.
2. Support and facilitate team collaboration and also expand access to education beyond institutional, geographical and cultural boundaries.
3. Classroom notes and materials directly available on the internet where students can access the site from any part of the world. This is different from distance learning (distance learning) where learners are given class material and learn it yourself up to the test time.
4. E-learning is very interactive, software is available enables learners to communicate, not only with teachers but learners.
5. E-learning has the ability to communicate consistently to learners by providing the same information and concepts.
6. E-learning is an inexpensive solution in terms of the number of learners each instructor.
7. Learners, instructors and assessors can easily supervise learning outcomes.

Benefits of E-Learning:

According to Ariani & Haryanto in Haryati (2013) states the benefits of E-learning learning can be seen from two angles, namely:

- a. From the point of learners, E-learning activity made possible the development of high learning flexibility. That is, students can access learning materials at any time and over and over and can communicate with the teacher at any time.
- b. From a teacher's point of view, a teacher can further develop himself or do research to increase his insight because of the spare time he has so much. Teachers can also control student learning, even teachers can know when students learn, what topics are studied, how long the topic is studied and how many times a particular topic is re-studied.
- c. Can be customized content according to learning style Internet-based learning to instill education using various media. As a result, E-learning is well equipped to accommodate different types of students and make the content available to them unique learning in a way that suits them best.
- d. Collaborative learning. E-learning also allows students to learn together, share experiences, ask questions, share knowledge with their peers in cyberspace.
- e. Self-paced learning E-learning also provides students the opportunity to choose their pace while learning. Slow students can repeat their study sessions as much as they want, while students can quickly sail through their lessons and ensure that they stay ahead of their peers.
- f. Cost-effective. By subscribing to online learning sessions, students get the opportunity to learn from qualified and experienced teachers without having to spend on higher education. In addition to lower costs, students can also earn to save time and effort spent traveling to and from educational centers, schools.
- g. Saving time. E-learning allows students to learn at their own convenience. Students can login to their favorite online learning website whenever they get time or among other study / session activities and ensure a stress free and enriching study experience.

4. RECOMMENDED QUIPPER SCHOOL

E-learning is an open source based application such as Quipper School, E-Front, Edmodo, Moodle, and so forth. Use of this application can be enjoyed in the field of education for free. Quipper School was launched in January 2014 as a new breakthrough in education. To use Quipper school there are several steps that must be followed:

Register an Account:

To start using Quipper, both teachers and students are required to sign up for an account. They can either use their Facebook account or create a new, free Quipper account. To get a free account, teacher and students only need to provide email address, phone number, and school name. If their school is already registered in the Quipper database, teachers can then make requests for Quipper ambassadors at school assigning their accounts into virtual school classes.

After registration, users can login into the system with the username and password they have created. More importantly in Quipper, the teacher creates a virtual class and can deliver to students to login as students with their respective class codes. Teachers can monitor any student activity through the Quipper school application. Students' assignments can be monitored anytime and anyone who has started work, has done nothing, and is done working. In it also comes with chat or sms facilities with students so that teachers can provide a reprimand or direction related to the assigned task.

5. CONCLUSION

1. Application of E-Learning Quipper School as one of alternative learning solution in school can increase student's learning motivation.
2. Application of PAKEM approach makes students more creative and active in learning.
3. The skills of using information and communication technology becomes a necessity in developing the teacher self and its learning.
4. Application of PAKEM improves children's learning motivation and awakens curiosity about many things.
5. Giving appreciation and inspiration to be self-creative for teachers and students.

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