



IT LEARNING
THE USE ANIMATION FOR LEARNING CONTENT WORDS
(NOUN, VERB, ADJECTIVE, AND ADVERB)

A FINAL PROJECT

In Partucular of the Requirement

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PRONOUNCEMENT

The writer states truthfully that this final project is compiled by her without taking the results from other research in any university, in S- 1, S- 2, and S- 3 degree and in diploma. In addition, the writer ascertains that she does not take the material from other publications or someone's work except for the references mention in bibliography.

Semarang, Juli 2012

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MOTTO AND DEDICATION

There are seven sins in the world: Wealth without work, Pleasure without conscience, Knowledge without character, Commerce without morality, Science without humanity, Worship without sacrifice and politics without principle.

(Mahatma Gandhi)

This final project is dedicated to my beloved mother & father

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The writer that this final project is still far from perfect. She, therefore, will be glad to receive any constructive criticism and recommendation to make this thesis better.

Finally, the writer expects that this final project will be useful to the reader who wishes to learn content words including Noun, verb, Adjective, and Adverb.

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ABSTRACT

Perkembangan teknologi mempunyai dampak positif terhadap perkembangan sebuah pengajaran. Pengajaran menggunakan media adalah sarana untuk menyampaikan informasi atau pesan dari sebuah pengajaran. Dengan menggunakan sebuah media dalam proses belajar mengajar diharapkan dapat membantu pengajar dalam menyampaikan sebuah materi yang lebih efektif dan efisien. Banyaknya hambatan yang dialami seorang murid dalam proses pengajaran seperti susah mereka menangkap apa yang disampaikan pengajar, kurangnya konsentrasi pada waktu proses pengajaran, proses pengejaran yang monoton membuat murid cenderung bosan mengikuti pengajaran, dan susah murid dalam mengingat kosakata baru dari bahasa kedua yang mereka pelajari. Masalah seperti ini, diperlukan sebuah media pengajaran yang menarik minat siswa dalam belajar. Animasi adalah penggabungan unsur media lain seperti audio, teks, video, image, grafik, dan sound yang menjadi satu kesatuan dalam penyajian, sehingga mengamodasi sesuai dengan modalitas belajar siswa. Media ini sangat memiliki banyak manfaat diantaranya adalah mempermudah siswa menerima materi dan mendorong keinginan murid untuk mengetahui lebih lanjut informasi yang sedang mereka pelajari.

Kata Kunci: IT, Media Animasi.

CHAPTER I

INTRODUCTION

A. Background of Study

The development of technology gives impact to the learning development. A variety of modern learning tools and educational facilities contribute to the optimization of the learning process, both at school and in daily life. Development of technology especially information and communication technology, offers many ranges of easiness in learning.

Content words or lexical words, (including nouns, verbs, adjectives, and adverbs) are words that carry the content or the meaning of a sentence. They contrast with function words, such as articles, prepositions, conjunctions, auxiliary verbs, and pronouns, which can be found in almost any utterance.

Students often face difficulty when they learn second language especially English. It is caused by the differences of structure between first language and second language. Students sometimes have less concentration. Therefore, they often feel bored during monotonous learning process. Besides that, students get difficulty to remember new vocabularies. Those cases make students are not interested in learning process.

Based on facts above, the writer tries to provide a method that make learning more interesting, concrete and be able understood easily by student when

they learn. The method uses audio visual animation media in the material explanation of content words. Using animation in learning process becomes more clear and interesting. The animation media can display information through sound, image, movement, and color. As a result, learning materials will be clear, complete, and interesting. Using animation video can raise student's curiosity and stimulate them to reach both physically and emotionally. In short, instructional media can help teachers to make learning comes alive, not monotonous, and boring. The writer uses a service online site *GoAnimate* in making an animation video.

B. Purpose of the writing

The writer hopes by using animation students can easily understand content words (noun, verb, adjective, and adverb). Animation picture can help student easily remember what they have learned. By watching these animation videos student can study everywhere and every time, because there is narration that explains the material. In addition, light music in the video will make students more relaxed during the lesson.

Watching animation video can stimulate the development of student's imagination because every student has different level of power imagination and creativity. Here, the teacher's duty is to hone their ability. Therefore, a good instructional material is needed to balance between material content and teaching

media in order to be able to stimulate their right brain that is useful to hone student's creativity.

The purpose of writing this paper is to fulfill the requirement for Bachelor Degree (S-1 Degree) in English Department, Faculty of Humanities, Diponegoro University. The English Department of Diponegoro University requires the student to write a final project as one of the requirement in order to complete the academic education for those taking the Non-Thesis Program.

CHAPTER II

IMPLEMENTATION OF THE MATERIAL

2.1 Level of Student

This material is aimed for the first grade junior high school student.

2.2 Objectives

2.2.1 Student will be able to identify the content words including noun, adjective, verb, and adverb and to understand the differences of content words.

2.2.2 Student will be able to apply content words into correct sentences.

2.3 Materials

2.3.2 The writer chooses content words including noun, verb, adjective, and adverb as material of learning.

2.3.3 The writer uses animation as the teaching media of content words.

2.1 Application of Teaching Media

There are three kinds of animation videos, the first video is Noun, the second video is Verb, and the third video is Adjective and Adverb. Meanwhile the exercises use slides of power point application completed with animation picture.

The first video contains the explanation of Noun. The video contains Definition, Pattern, and Example. Definition tells about definitions of noun types such as countable and uncountable of noun, plural noun and singular noun. While Pattern and Example, contain how to apply Noun into correct sentence. There are full color pictures, movement pictures and narrations that represent every explanation. As a result, those make students understand and remember the material easily.

The second video contains the explanation of Verb. The second video is not different from the first video. The second video has three kinds of explanation as well, namely Definition, Pattern, and Example. The definition of Verb explains the function of verb. As for the Pattern, it contains the pattern of the principal of verb including simple form, simple past, past participle and present participle. While the Example, it contains the uses of verb into the correct sentences. Every explanation is accompanied by full color picture and animation especially in the example. Those can make the students to comprehend the material easily.

The third video is the explanation of Adjective and Adverb. It is not much different from the first and the second video in the third video is explains the Definition, Pattern, and Example of Adjective and Adverb. Every explanation is accompanied with animation.

The fourth is Exercise. It contains task. The task uses an animation picture. Furthermore, students make the sentence according to picture activities, and then they analyze the Noun, Verb, Adjective, and Adverb following the picture. The exercises aim to develop their imagination, their comprehension skill and explore their vocabulary.

2.5 Aims of Learning Materials

2.5.1 Speaking

Through the narrations in the animation video, students can learn to express a sentence with the correct intonation. Student will be interested because they can produce an utterance and learn how to pronounce English words properly and correctly.

2.5.2 Grammar

By making a sentence using Noun, Verb, Adjective, and Adverb, students can learn the patterns, the differences and the uses. As a result, student can apply them into sentences grammatically.

2.5.3 Listening

By listening to explanation of the material both from video narration or teacher's explanation, it can be listening practice session for the student. Therefore, students can improve their listening skill.

2.5.4 Writing

By writing a sentence, students will be trained to write using correct pattern. Student will be able to differentiate the functions and the variations of the Noun, Verb, Adjective, and Adverb. In addition, writing can also enrich their vocabulary and comprehension skill the material.

2.6 Teaching Process

According to Sheils (1988) in *Communication in the Modern Classroom* states that communicative teaching is often organized in the three-phase framework. Three-phase framework mean subdivision of the teaching process into three phases: Pre-activity, While-activity and Post-activity. Pre-activity is organized to arouse interest in the learners towards the main task, to motivate performance, to activate in learners their prior knowledge and to prepare them for the language that can be necessary to perform the main task. While-activity is organized as oral or written communication and it is based on engaging the learners in the communicative task. Post-activity is reflection on the ideas and language that was produced during the main activity. This phase also includes additional language drill and integration with other skills.

Therefore, writer uses Preparation, Pre-activity, While-activity, and Post-activity for teaching process. These processes will take 90 minutes.

2.6.1 Preparation (15 minutes)

In this step, the teacher asks student to form five groups and each group has a leader. After the group leader is selected, teacher gives a handout of the Content Words including Noun, Verb, Adjective, and Adverb. Furthermore, teacher gives student a time to read and comprehend the handout, while teacher prepares the learning process equipments such as laptop and LCD.

2.6.2 Pre-activity (15 minutes)

The purpose of Pre-activity is to stimulate student's interest at the beginning of learning process. In this activity teacher asks some questions to the students, these questions aim to stimulate student to comprehend the material.

The teacher asks the student the question below:

“What is this?”

When the teacher asks the question of “What is this”, she/he is pointing the objects in the class room such as chair, table, book, and etc.

“What are you doing?”

When the teacher asks the question of “What are you doing”, she/he is pointing the student activities in the class room such as, reading, writing, and talking.

What's the color your bag?

When the teacher asks the question, she/he is pointing the bag.

“How is Toni reading?”

“How is Dina writing?”

When the teacher says the question, student will see the friend activities.

2.6.3 While-activity (30 minutes)

In this While-activity, teacher plays the video and she/he occasionally pause the video to reiterate the sentence meaning. Here, the students listen to the video narration and teacher's explanation while they occasionally add a note on the handout which they have acquired at the beginning of the lesson.

2.6.4 Post-activity (30 minutes)

Post-activity aims to check the student's comprehension about the material. Here, students do the exercises. After all students finished doing the exercises, one representative from each group writes his/her answers in the whiteboard. Finally, the teacher together with the students check either the answers are right or wrong.

CHAPTER III

CONCLUSION

Using IT learning method helps the students who get difficulties to comprehend a material when learning process. Using IT for learning means, we do not use conventional media such as a book or a note on white board. The writer uses animation video which looks more alive, attractive with colorful screen, native speaker voices and movement pictures, and the soft music will make students feel comfortable and relax during learning process. According to psychologists, children will more easily remember visual things like colors and pictures. And also they claim that soft music will make children's mind relax. Therefore, the writer hopes that this learning method will be a useful teaching media for teacher and be a fun learning media for student.

