Information Technology of *Flash Learning English*

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ABSTRACT

Pembelajaran untuk anak- anak sekarang ini sudah semakin maju. Namun di sekolah dasar masih menggunakan cara pembelajaran yang konvensional. Agaknya untuk saat seperti ini, cara itu dianggap kurang memadai. Karena kemampuan anak hanya terbatasi dengan cara pembelajaran yang konvensional tersebut. Padahal media informatika seperti internet bisa dapat lebih membantu untuk mengembangkan pola pikir dan kreativitas anak dalam mempelajari sesuatu. Internet mungkin lebih banyak sisi negatifnya daripada positifnya, itu juga tergantung dari pengguna internet tersebut. Padahal dalam internet banyak sekali informasi yang dapat kita terima apabila kita menggunakan internet dengan bijak. Untuk pembelajaran, khususnya bahasa inggris, internet menjadi salah satu alternatif yang bisa mengembangkan potensi anak- anak. Peran orang tua disini juga penting, karena selain membimbing, orang tua juga mengarahkan anak- anak untuk menggunakan media internet tersebut dengan bijak.

I. Introduction

1.1 Background of the writing

The development of Technology is always related with internet. Nowadays, internet is widely used for many purposes: for accessing the social media, finding valuable informations, and playing online video games. The use of internet for learning purpose is very important, especially for learning English. There are many significant benefits which can be achieved for the learning process of children.

The children in this era know English already, even in their elementary degree. The only thing needed is to improve their interests on it. it can be done through the use of taxonomy in the learning system. According to Anderson, taxonomy is a special kind of framework that classifies objectives. It is explained that a statement of an objective contains a verb and a noun. The verb generally describes the intended cognitive process. The noun generally describes the knowledge students are expected to acquire or construct (Anderson, 2001: 4).

English is a kind of foreign language, so it is assumed that the conventional method in learning

English given to the students of elementary school is less effective. It is because teachers in elementary school apply a taxonomy where they explain the material while the students are asked to imitate on what is given. This kind of method has less interaction, which makes lack of development of the students themselves. Bloom defines that the ideal taxonomy consists of the cognitive domain. The quotations below states his idea concerning the cognitive domain :

"This domain relates to the learner's knowledge and the development of intellectual abilities and skills, and consist of six major clasess: Knowledge, Comprehension, Application, Analysis, Synthesis, and Evaluation (Bloom, Benjamin." 1956: 16)

According to Bloom, cognitive domain consist of classifying learners' thinking behaviours into six increasingly complex levels. Knowledge is at the basic level. Then learners progress cognitively to the levels of comprehension, application, analysis, synthesis, and to evaluation, which is at the highest level of complexity. Each subsequent level is dependent upon the learner's ability to perform at the level preceding it. The theacher's challenge is to encourage students to master their current level and to move on to the next.

Based on the terms above, the writer thinks of a different way which can be applied to children in order to make them learn and understand English easily. The method itself is created to support the cognitive aspects. The writer uses audio visual animations presented by utilizing flash program. This kind of method has already been used by many websites. However, the writer

makes new improvement which make it different from any other websites. In this website, the writer provides flash content which can be downloaded and played at home without any internet connection. This make students easier to learn English in a fun way. The contents in this website can also be updated for the improvement of the learning process.

Flash media player which is used by the writer in this website consists of two majors contents, that is, flash videos and flash animations. The writer hopes that children will not get bored in the learning process because the writer tries hard to give an interactive method. Flash video presented in this website have the same feature with that of video clip which enables the user to pause and resume it anytime they want. The writer creates this video using *fox animator*. As for flash animations, the writer uses adobe flash player. The flash animations are made so that the children can learn English interactively.

This website is designed compatible with all web browser, but the web browser must have flash player installed. The content will appear just by clicking once. In the bottom right corner there are three buttons, that is, play/pause, rewind/forward and back. Children just need to click the play button. Content will directly play after we click the content, of course that depends on the speed of the connection.

The flash videos will teach children slowly and clearly. Children will get excited when they look at the content. When the video explains the material, pictures will also appear in addition to the explanation. This way the children will understand the material immediately.

This website has a specialty which does not exist in any other websites. This websites provide files which can be downloaded by the users. This is very important to do, when they want to continue to learn without having internet connection. This thing will not be found in any other websites.

1.2 Purpose of the writing

The purpose of this project is that this website will really help children to understand English in fun way. The writer creates this website to be suitable for pre-school until elementary school to access, of course with parental advisory. The writer thinks that learning English in fun way through website will be very interesting because it contains some attractive features. This website is designed attractively so children will not be bored in learning English.

II. Implementation of Material

2.1. Introduction

In this chapter, the writer will explain about the contents of the website. The writer uses free website on wordpress.com. The website itself has already have a its domain although it is a free-based one. This website is made very simple, considering its use for children. For this website usage, children should be accompanied by their parents in using this website even this website is simple. Generally, the website contents are about using grammar, pronounciation videos and vocabulary games. In order to give more detailed properties of the website, the writer will present those aspect in this chapter clearly.

2.2 Level of the children

The website provides materials of learning English which are focused for elementary school.

2.3 Objectives

Children can learn and play with contents which is contained in the website. It helps children to learn English in fun, preventing them from getting bored.

2.4 Materials

2.4.1 The writers chooses vocabulary, grammar and pronounciation as several main points in this website. The writers also add some game to play, like drag and drop, story and song.

2.4.2. The writers uses flash player to apply the contents of the website.

2.5 Contents

There are some learning English materials using flash media, that is, vocabulary, the use of grammar and pronounciation. Appart from the main points above, the writer also adds several game to play, such as drag and drop, story and song.

2.5.1 Vocabulary Contents

The first materials of this website is vocabulary content. In this flash media content, children can choose one feature of the vocabulary which is provided in this page. The writer assume that this method will make children attracted because they can learn and play at the same time. These vocabulary contents presented in this website are design for elementary students.

2.5.2 Grammar Contents

The second material is grammar. Grammar is very difficult subject to understand when English does not come up as the mother language. The writer manages to find something attractive, that is, by combining learning and playing elements. This website contains a grammar material. However, the grammar discussed in this website mainly focused on the use of preposition, not about present or past tense. The writer thinks that learning preposition is necessary before

advancing to learn the tenses. In some cases, the common method in learning preposition generally is done by completing the blank field in paragraph. That kind of method will make the children bored. So the writer make a different method applied in this website.

Basketball is a game which is done in an indoor field. The writer will not make children to play game in order to learn grammar preposition. Children just asked to choose a ball with a point inside. There are three balls with different scores: one, two, and three point. Each ball has a different question which depends on its point. The higher the point, the more difficult the question. It is not to worry because the question is designed for elementary school. After picking a ball, children must answer the question. If they answer it wrong, the ball will not go into the ring. This program has a countdown and score for them to beat. It looks exactly like the real basketball game. Children will get fun play and study.

2.5.3 Pronounciation Activity Contents

This pronounciation activity is also made from flash although it is a video type. In this subject, the contents consist of several parts. All of them have the same topics, however they are made into different visualization. This is applied in order to avoid them to play the same part repeatedly, so children will not be bored. They can also compare with the other content in this website.

The pronounciation contents are given in the form of flash video animation with interactive learning. The content will invite the user to follow the right way to spell in English.

2.4.5 Entertain Contents

Some content in the website are added by the writer to entertain children who visit this website. There are song, story, and 'drag and drop' provided in it. They are given to support the previous materials. It should be noted that they can be downloaded, so it makes it easier for the user to understand.

III. Conclusion

English, as we know, has become an international language which is used in almost all of the country in the world. That is way, the ability to understand English in the early stage is necessary for us. However, people are confused by the complicated method of learning applied to the children. The writer, throughout this project, manages to create a new, simple and fun method of learning English for children. The writer also uses internet website as its media because it is considered to be the most accessible media. Flash media is also used in this method of learning as it can present the subject in interesting way.

The website contains three main materials: learning vocabularry, the use of grammar preposition, and pronounciation. The materials given in the website are adjusted for elementary school children. The writer also creates an entertaining features such as games, pictures, and colorful appearance in order to avoid the children from getting bored. The Indonesian language is used in the command of this website. This, of course, makes it easier for user to learn and follow the instructions provided in it. Parent's accompaniment is needed in order to guide the children in using this website.

The writer creates this project in order to make a new and easy method of learning English for

the children at the early stages. Although the material in this project is limited to a certain aspect, the writer assumes that they represent the basic aspect in learning. The writer hopes that this project will be helpful for the children who want to learn English in a fun way.

This website has a specialty which does not exist in any other websites. This websites provide files which can be downloaded by the users. This is very important to do, when they want to continue to learn without having internet connection. This thing will not be found in any other websites.

IV. References

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