IMPLEMENTATION OF PUZZLE MEDIA THROUGH THE ADDIE MODEL TO STUDENTS

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Article history:		Abstract:
Received:	6th October 2022	Knowledge is essentially all that is known about a particular object. Humans have knowledge, of course, based on ignorance, so that humans do various ways to have knowledge. One of them wants to expand knowledge about the learning model which is one of the supports for the learning process so that it can be effective. The learning model used by researchers in this study is the ADDIE model (Analysis, Designe, Devlopment, Implementation, Evaluation). This study aims to determine the application of puzzle media through the ADDIE model to fourth grade students at SDN 5 Tilongkabila. This research is a qualitative experimental research. Determination of sample using random sampling. Data collection techniques using essay tests. Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Devlopment, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media. the second stage resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the tiger group on the four assessment aspects earned 10 points, and the star group earned 13 points. So overall the ability to understand national hero figures can be done by using puzzle media.
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INTRODUCTION

Knowledge is essentially all that is known about a particular object. In his book "Abdul Rahmat, 2019 Philosophy of Science" says that science is part of knowledge that is known to humans in addition to various other knowledge such as art and religion. Ontologically, science limits itself to the study of objects that are within the scope of human experience, while religion enters the area of transcendental exploration that exists outside of human experience. In the process of teaching and learning, of course, various kinds of obstacles or problems faced by teachers and students. Based on the results of the researchers' observations that there were obstacles faced by teachers and students.

The learning model is one of the supports for the learning process so that it can be effective. The learning model used by researchers in this study is the ADDIE model (Analysis, Designe, Devlopment, Implementation, Evaluation).

Nancy Angko and Mustaji, 2005. argued that ADDIE is a model that can adapt very well to various conditions, which allows the model to be used today. The level of flexibility of this model in answering problems is quite high. Despite having a high degree of flexibility, the ADDIE model is an effective model to use and many people are familiar with the ADDIE acronym. Meanwhile, according to Hasrul Hadi and Agustina, 2016. Saying that the ADDIE model provides an opportunity to carry out continuous evaluation and revision in every phase that is passed. According to Jatmiko Nur puzzle is an interesting game for children. Because basically, children or students like interesting pictures and colors. In the early stages of getting to know puzzles, children may try to arrange puzzle images by assembling puzzle pieces with directions or instructions. And according to Patmonedowo, the puzzle comes from English which means a puzzle or disassembling. Media puzzle is a game that can stimulate the ability to think critically. Meanwhile, according to Pupung

R. Noviati, 2017) Media puzzle is an educational game tool that is played by disassembling the pairs of puzzle pieces based on their partners. Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Devlopment, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media.

From the results of the initial action research, the researcher conducted a second stage of action research which resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the tiger group on the four assessment aspects earned 10 points, and the star group earned 13 points. So overall the ability to understand national hero figures can be done by using puzzle media.

METHODOLOGY

The research methodology used by researchers is a qualitative experimental method. Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Devlopment, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media. the second stage resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the tiger group on the four assessment aspects earned 10 points, and the star group earned 13 points. So overall the ability to understand national hero figures can be done by using puzzle media.

RESULT

Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Devlopment, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media. From the results of the initial action research, the researcher conducted a second stage of action research which resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the tiger group on the four assessment aspects earned 10 points, and the star group earned 13 points. So overall the ability to understand national hero figures can be done by using puzzle media.

The Effect of Compensation on Employee Performance

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R Square Determination Coefficient (R^2)

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DISCUSSION
The Effect of Work Motivation on Employee Performance

In addition to the learning model, learning media is also a support for the learning process so that students become active and learning objectives can be achieved. Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Devlopment, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media. From the results of the initial action research, the researcher conducted a second stage of action research which resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the

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CONCLUSION

The learning model used by researchers in this study is the ADDIE model (Analysis, Designe, Devlopment, Implementation, Evaluation). This study aims to determine the application of puzzle media through the ADDIE model to fourth grade students at SDN 5 Tilongkabila. This research is a qualitative experimental research. Determination of sample using random sampling. Data collection techniques using essay tests. Based on the results of data analysis found by researchers that the ADDIE learning model (Analysis, Design, Development, Implementation, Evaluation) is able to increase students' understanding in social studies learning with National Heroes material. This was shown by the initial action research that the interest group on the four assessment aspects earned 8 points, while the tiger group on the four assessment aspects earned 7 points, and the star group earned 11 points. Therefore there are groups who are less able to understand hero material by using puzzle media. the second stage resulted in an increase in students' understanding during the learning process. As for the results of the second action, the interest group on the four assessment aspects earned 11 points, while the tiger group on the four assessment aspects earned 10 points, and the star group earned 13 points. So overall the ability to understand national hero figures can be done by using puzzle media.

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