

Development of Learning for Memorizing Surah Al-Ma'un Based on Puzzle Game for Seven-Year-Old Children

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Abstract

The Quran education in early childhood is an integral part of an achievement aiming to develop potential in children. Innovative game-based approaches have been introduced to improve the effectiveness of Quran learning, one of which is through puzzle-based games. The author tries to analyze the strategies applied in integrating gaming technology into the context of learning the Quran. A qualitative study is likely sufficient to identify improvements in children's participation and learning results in memorizing the Quran. Hopefully, puzzle-based game learning technology can develop and improve children's enthusiasm and focus while memorizing the Quran.

Keywords: Puzzle games, Qualitative, Quran memorization.

Introduction

The Al-Quran is the only book among all the books in the world that is still maintained in purity both in terms of pronunciation and content. As contained in Qs. Al-Hijr verse 9 explains the promise of Allah SWT, who will always protect the Al-Quran until the last day by glorifying those who memorize the Al-Quran.

إِنَّا نَحْنُ نَزَّلْنَا الذِّكْرَ وَإِنَّا لَهُ لَحَافِظُونَ

"Indeed, We sent down the Qur'an, and surely We (also) preserve it."

Al-Quran education in early childhood is an integral aspect of achievement to develop potential so that children grow into individuals who believe and are devoted to God Almighty. It also serves as a means to introduce children to the verses of the Quran.

Early childhood education is an adult's effort to educate children in preschool (0-6 years). In this case, creating innovative and effective solutions as an alternative to engaging and interactive learning is crucial. There is a need for media to support the success of the Al-Quran learning process. Learning media aims to convey messages that can stimulate children's motor skills and abilities so that they can later encourage the learning process.

Puzzle is one of the educational game tools. A puzzle is a game that requires you to arrange a picture or object broken into several parts. Mulkan Andika Situmurang, puzzles are games that can motivate students or people who play them to complete the messy puzzle pieces correctly.

Puzzle combines aspects of games and memorization learning into an interesting concept that has the potential to provide optimal results. So researchers are interested in developing a discussion on "Development of Memorization Learning of Surah Al-Kautsar Based on Puzzle Games for Seven-Year-Old Children."

Result and Discussion

Understanding Learning Media

The term "media" comes from Latin, which has the plural form of the word "medium" and refers to the meaning of an intermediary or messenger. The National Education Association states that learning media can be interpreted as a

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communication tool, either through print or visual-auditory forms, which include hardware technology and also the role of the position of learning media.

Looking at the Latin language, media is defined very broadly. However, it can also limit media to lessons, such as media that will be used as materials and tools for learning and teaching.

According to Aristo Rahardi, learning media can be used to convey a message. In an article, Dewi Saraswati states that this learning media is a medium or tool for conveying information on learning activities whose use must follow the learning objectives to be taught.

Another thing with Kemas Mas'ud Ali is that, according to him, learning media is anything that can be used to trigger the thoughts, emotions, attention, and abilities or skills of learners, intending to encourage an effective learning process. Based on Arsyad Azhar's writing, the use of learning media in learning has the potential to generate new interests and motivations in students. In addition, learning media can also provide stimuli that stimulate learning activities, even potentially providing psychological influences on students.

The function of Learning Media

We can take several functions from using learning media that can later determine the effectiveness and efficiency of achieving learning objectives. There are four functions of learning media, as reported by McKown in his book "Audio Visual Aids to Instruction," namely:

1. Changing the focus of formal education means that learning media that previously seemed abstract now becomes more concrete, and what was previously theoretical becomes practical and functional.
2. Cultivate new motivation in learning.
3. The media can clarify this matter by providing Clarity so that the learner's knowledge and experience become more straightforward to understand.
4. Providing learning stimulation, especially in the curiosity of learners.

This includes several learning media objectives, including facilitating learning and teaching activities and increasing their effectiveness. Media also has an efficient function in the context of learning that takes place without having to demand the presence of a teacher. Learning media often comes as "packaging" to achieve learning goals.

Lentz and Levie stated that the function of learning media, in particular visuals, is divided into four parts, as explained below:

1. Attention function focuses on the material presented and the visual form shown/with sentences presented as a form of explanation of the material.
2. The affective function focuses on observing interested students when learning (reading) sentences that use pictures.
3. Cognitive function focuses on previous discoveries about visual media or images, which aim to make it easier to receive information and not forget the information/content contained in an image.
4. The compensatory function focuses on its use to overcome students who are weak or slow in receiving lessons in text form only.

Considerations in Choosing Media

The next step is the selection of media that will be used as learning media that cannot be separated from the learning objectives, teaching materials to be used, learning methods, infrastructure, educator personality, interests, and also students' abilities in receiving learning as well as the situation and conditions for the teaching and learning activities to take into consideration. The reason for choosing learning media is very crucial in increasing students' interest in learning in a psychological didactical manner. Learning media plays an important role in the psychological development of children in the learning process.

This statement is based on the fact that psychologically, the use of learning media, such as teaching aids, provides convenience to students in learning. This is due to the media's ability to concretize abstract concepts, making them easier for children to understand. Designing effective and efficient learning media means that teaching aids must be used carefully to achieve learning objectives optimally.

A teacher must have a good understanding of the learning material to be taught and be able to choose the right media as a tool to convey the material. In addition, teachers are expected to be able to carefully choose the type and form of teaching aids that will be used during the learning process. Some effective strategies in designing quality learning media involve the following steps:

1. Media design should be simple so students can understand it clearly and practically.
2. The media design needs to be adapted to the subject matter to be taught.
3. Media complexity should be minimized to avoid confusing children.
4. The materials used in making media should be simple and easy to obtain without sacrificing the significance and function of the media.
5. Media can be realized in various forms, such as examples, images, structured aids, and so on, but still using economical and easily accessible materials to make it easier for teachers to design the media. (Supriyono, 2018)

Therefore, considering all the aspects above, we chose puzzles as the media used in learning, especially in memorizing Surah Al-Ma'un.

Development of Learning Media

In his writing, Wasis Dwiyoogo said that research and development is a type of research that focuses on producing products. This can fill the research gap by testing theories and producing products that users can use directly. In Havelock's work, the development model consists of a series of orderly steps that begin with finding a problem, making efforts to find or create a solution to the problem, and finally disseminating the solution to the target group.

Development is one of the domains of a series of other domains in Educational Technology. AECT (Association for Educational Communications and Technology) states that educational technology is "the theory and practice of design, development, utilization, management, and evaluation of processes and resources for learning." Concludes that an educational technology domain structure includes several things, such as planning, development, utilization, management, and evaluation.

Seels and Richey describe development as "The process of translating the design specifications into physical form." Which means focusing on converting design specifications into physical form. Thus, the final stage of the development process produces a product, which begins with the design process before entering the manufacturing stage.

Benefits of Learning Media

Generally, the benefits of media in the learning process are to increase interaction between learners and students, increasing the effectiveness and efficiency of learning. However, more specifically, several benefits of media have been identified by Kemp and Dayton (1985), including:

1. The subject matter can be delivered in a uniform manner
2. The learning process becomes interesting
3. More interactive learning
4. Time and energy efficiency is achieved
5. Improved student learning outcomes
6. Learning possibilities can be done anywhere and anytime
7. Media can help shape students' positive attitudes towards learning materials and processes.
8. Directing the role of learners in a more positive and productive direction
9. Media can make abstract teaching materials concrete
10. Media can overcome the constraints of space and time limitations
11. Media helps overcome the limitations of the human senses.

Al-Quran Verse Puzzle Learning Media

Puzzles are educational game tools every child can use as a learning medium. A puzzle is a game where you separate the pieces first, then combine them again to form a perfect shape or picture. Puzzle game media is included in the visual media category because it can be understood through the sense of sight, primarily through the images contained in the puzzle. Of course, this puzzle media can explore children's creativity in arranging so that children can come up with ideas that can solve the puzzle.

So, it is concluded that puzzle-based learning media involves pieces such as pictures, letters, words, sentences, or verses in the context of the Quran, which become a complete picture. Of course, this involves children's psychomotor skills and reasoning in arranging puzzles to support the success of the learning process results, increasing children's interest in learning, training motor skills, and increasing concentration in capturing the lessons delivered.

Benefits of Puzzle Media

Some of the benefits of puzzle games include:

1. Strengthening children's cognitive skills in learning to solve problems
Puzzle games are games that children like because they have colors and shapes that can increase their interest in playing; this indirectly can teach children to solve problems by arranging the pieces of the puzzle picture. The presence of pieces or pieces of the picture can train children's concentration, creativity, and order.
2. Strengthening fine motor skills in children
Fine motor skills in children are related to the ability of the small muscle system in children, such as in the child's fingers and hands. Children will learn to move their fingers agilely when arranging the puzzle pieces by playing puzzles.
3. Strengthening social skills in children
Children's social skills can be improved through puzzle games, here children can interact socially, this is because puzzle games can not only be used alone but can also be used with a team. In the group, children will discuss how to solve

problems in assembling puzzles, train cooperation between groups, train attitudes of mutual respect and help each other complete the puzzle game.

4. Harmonizes eye and hand coordination

Playing puzzles can help children coordinate their hands and eyes. The eyes function to see and find the shape of the puzzle pieces that will be arranged, and the hands function to take the puzzle pieces in the middle of the pieces that have been placed.

5. Train children's way of thinking or logic.

Indirectly, by playing puzzles, children will learn to review how to think or use their logic. For example, the puzzle used is about pieces of pictures of numbers, children will practice thinking using their logic to start arranging pieces of pictures in the form of numbers in order from the smallest number to the largest number.

6. Teaching patience to children

This puzzle game requires patience, perseverance, and precision in arranging the puzzle pieces correctly. It usually takes enough time to think about completing the puzzle arrangement correctly and precisely.

7. Expanding horizons and increasing knowledge in children

In this puzzle game, children will be introduced to large and small shapes, dark and light colors, plants, animals, numbers, letters, and lots of new knowledge according to the puzzle material that children learn and play impressively.

Benefits of Puzzle Media

Puzzle-based learning media has many types. Starting with colored images that have the form of sentences or alphabets to colorless images and have two-dimensional or three-dimensional forms. There are even puzzle learning media that are used as learning media or reviewing the memorization of the Quran in children.

This means that there are many types of puzzle games that can be used as learning media, as will be explained below.

1. Spelling Puzzle
2. Jigsaw puzzle
3. The thing puzzle
4. The letter(s) readiness puzzle
5. Crossword puzzle

Benefits of Puzzle Media

A. The advantages of Puzzle Media are:

1. Increase focus, thoroughness, accuracy and patience
2. Improve good memory
3. Teaching children about systems and relationship concepts
4. Selecting images on a puzzle indirectly trains the child's left brain.
5. Cultivating children's enthusiasm for learning at school
6. Have a sense of cooperation among fellow group members
7. Increase the sense of responsibility in team members.

B. The weaknesses of Puzzle Media include:

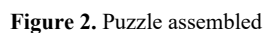
1. Using long duration to solve puzzle
2. Requires educators to be as creative as possible
3. Classes can become less controlled because children are busy playing.
4. The perfect puzzle medium makes it difficult to share with a large team.

Benefits of Puzzle Media

In using this puzzle media, there are steps to play short surah puzzles to help you achieve these learning objectives. This makes it easier for students to memorize short surahs according to what is being taught at that time. Here's how to use the short surah puzzle game:

1. The teacher begins the lesson by greeting the students, reading a prayer, and checking student attendance.
2. The teacher gives instructions to students so that they are ready to receive learning.
3. The educator prepares teaching aids in the form of short surah puzzle media.
4. Then the educator divides the group into two groups, because the success of each educational game depends on how creative the educator is in applying the learning media to the learning process so that students are interested and do not get bored quickly when capturing the material explained by the teacher and maintaining the focus of students in memorizing this short surah, including conditioning the educator to the condition of students who are sometimes noisy is something that is very important.

- ### ***Benefits of Puzzle Media***



Conclusion

Through the analysis conducted by the author related to the learning of the Quran based on puzzle games, it can be concluded that this method is able to provide positive and effective results in the learning process. The implementation of this strategy is not only aimed at improving memorization skills, but also to rebuild children's potential.

In the hope of eliminating boredom in memorizing the Quran, this strategy is expected to encourage active involvement of children in learning. However, follow-up is needed in the development of a puzzle game-based Quran memorization method in order to obtain better quality learning media. This is important to improve children's memorization skills effectively.

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