INCREASE TEACHER CREATIVITY AND COMPETENCE WITH INTERACTIVE LEARNING MEDIA THROUGH *THE WORDWALL* APPLICATION AT SD NEGERI 1 SEGEDONG

Imran [1*], Iwan Ramadhan [2], Stella Prancisca [3], Adhalia Zatalini [4], Zuri Astari [5]

Universitas Tanjungpura, Pontianak

E-Mail: [1*] imran@fkip.untan.ac.id, [2] iwan.ramadhan@untan.ac.id, [3] stellaguru123@untan.ac.id, [4] adhalia.zatalini@fkip.untan.ac.id, [5] zuri.astari@fkip.untan.ac.id

Abstract

This research aims to increase teacher creativity and competence through interactive learning media using the Wordwall application at SD Negeri 1 Segedong. The background of this research is the importance of the role of teachers in delivering quality learning to achieve educational progress. Analysis of the situation shows that technological developments affect learning methods that must be adapted to the needs of the times. The problem faced is the lack of creativity in the learning process which can affect students' interest in learning. The proposed solution is training in the use of the Wordwall application to create interactive and engaging learning. The results showed that the use of the Wordwall application can increase teacher creativity and student learning interest. In conclusion, the implementation of interactive learning media through Wordwall can make a positive contribution to improving the quality of learning in schools.

Keywords: Creativity, Teacher Competence, Interactive Learning Media, Wordwall Application

INTRODUCTION

Education is the foundation of a country's development. With quality education, people can improve their knowledge and skills. Education is a conscious effort carried out through a process of teaching, training, and mentoring that aims to guide students toward behavior change. Education can be interpreted as a plan to shape individual character accompanied by guidance so that it can have an impact on good changes in aspects of independence, responsibility, knowledge, reason, and personality (Maghfirah &; Sulaiman, 2022). Through valuable learning that teachers provide in class, it is expected to be able to make students more critical in thinking. So that it can create a character desired by the community. In realizing this goal, the important role of various parties and teachers is very vital and fundamental. Especially the ability of teachers to deliver learning in the classroom can affect the quality of education. Therefore, the ability of teachers to deliver learning is very important to achieve sustainable progress and prosperity in the current modernization era.

Education in today's modern era has become very important considering the major

changes that have occurred in society. In this period, technological advancements, economic growth, and cultural changes became major factors affecting our daily lives. Changes that occur require teacher reactivity in education must be able to adjust to the development and progress of the times. Teachers need to adapt quickly to stay relevant in an ever-changing world. Education in the modernization era must be able to accommodate technological developments, such as the use of computers and the Internet in the learning process. With the development of science that continues to progress, not all schools can balance these rapid changes. Especially on the quality of educator resources, school facilities, and infrastructure. According to Cece Wijaya (in Pentury, 2017), One of the problems faced in the world of education is fostering teacher creativity. Teacher creativity in the teaching and learning process has an important role in motivating student learning.

Teachers who have high creativity can create interesting and innovative learning. With a creative approach, teachers can arouse students' interest and motivation in the learning process. Teacher creativity can also inspire students to think critically, create, and develop their potential to the fullest. Creative teachers will inspire students to think creatively. With high creativity, teachers can create an atmosphere that triggers students' curiosity and encourages them to be active in the learning process. One way to develop teacher creativity and competence in the teaching and learning process is by utilizing learning media. The selection of appropriate learning media can increase student interest in the subjects that the teacher provides. One of the main functions of learning media is as a teaching aid that helps motivate and influence the climate, conditions, and learning environment arranged and created by teachers or educators (Prativi, 2018). The use of learning media is expected to be able to create teacher interaction with students, students with students, and all classroom components with learning resources. This is where the role of the use of interactive learning media is needed.

Interactive learning media is one of the most innovative and effective learning methods in the world of education. By using modern technology, this method can increase student interaction and participation in the teaching and learning process. With interactive learning media, students not only become passive listeners but also actively involved in every stage of learning. They can interact with learning content through games, simulations, and other interactive activities. This makes the learning process more interesting and enjoyable for students. Furthermore, interactive learning media that can be used by teachers is media that suits student needs such as through the application *Wordwall*. This application aims to be a learning medium and a fun assessment tool for students. In the courtyard, *Wordwall* Examples of teacher creations are also provided so that new users of the application get an idea of what they will be creative like when giving material to students (Syamsurrijal, 2020). *Wordwall* It can be interpreted as a web application used to make quiz-based learning fun. This web application is suitable for designing and reviewing an assessment in learning (Ram, 2020). The duties and responsibilities of teachers as educators are to interact with and facilitate students so that the learning process becomes more interesting and fun. This is done to achieve the expected learning objectives for improving the quality of education.

IMPLEMENTATION METHOD

The implementation of the program is carried out with a classical approach by providing knowledge or understanding to teachers at SD Negeri 1 Segedong as an alternative solution. The classical approach is carried out at the time of providing material that is easy to understand and followed by teachers. The implementation of the program includes the opening, the core session in the form of material delivery, explanation, and giving examples of the use of *the Wordwall* application to provide understanding to teachers, and the last session in the form of practice in making learning media through *the wordwall* application according to each teacher's subject to measure the ability of teachers' understanding in increasing creativity and competence in SD Negeri 1 Segedong.

The following methods of implementing material that is easy to understand and followed by teachers include the following.

Table 1. Implementation of Community Service Activity Program

No.	Activities	Time	Presenter/companion/Location
1.	Opening of PKM Head and Headmaster	January 2024	Dr. Imran, M.Kes and Head of State SD 12 Segedong
2.	Material presentation	January 2024	PKM Team.
3.	Explanation of application usage	January 2024	PKM Team.
4.	App usage practices	January 2024	PKM Team.

RESULTS AND DISCUSSION

The implementation of the PKM program will be carried out at SD Negeri 1 Segedong on January 30, 2024, and the implementation of the PKM program will be carried out at SD Negeri 1 Segedong on January 30, 2024, which is divided into three sessions. The implementation began with remarks from the Chairman of PKM, with the delivery of objectives, where this PKM aims to help teachers at SD Negeri 1 Segedong increase teacher creativity and competence by using interactive learning media through the Wordwall application. Then continued with remarks from the Head of SD Negeri 1 Segedong with a warm welcome and gratitude to Tanjungpura University, especially the team of lecturers of the sociology education study program who were willing to provide training regarding the use of interactive learning media through the Wordwall application. Furthermore, the head of SD Negeri 1 Segedong officially opened this PKM activity.

Figure 1. Presentation of the celebration from the Head of SD Negeri 1 Segedong

The core session was in the form of material delivery by the PKM team, represented by Adhalia Zatalini, M.Pd. The delivery of material began with the delivery of general use of interactive learning media, with the aim of teachers being able to explain the basic concepts and benefits of using interactive learning media. In this process, the PKM team provided a presentation related to interactive learning media where teachers can access various interactive learning applications available on various online platforms for use in daily teaching and learning activities, one of which is through the Wordwall application.

Figure 2. Submission of material by PKM team

Figure 3. The teachers listened to the delivery of material by the PKM team

The next session goes to the explanation and giving examples of using the Wordwall application to provide understanding to teachers on how to use the application. The use of interactive learning media through Wordwall applications can optimize the learning process by increasing student interest, motivation, and understanding. Thus, students can be better prepared to face future challenges.

The final session ended with guidance in the form of practical learning media creation through the Wordwall application. This practice adapts to the subjects of each teacher. This is done to measure the ability of teachers to understand the use of interactive learning media through the Wordwall application. So that teachers can use this application in daily teaching and learning activities.

Figure 4. Several prototypes of teachers collected on Padlet

Furthermore, it was completed with a closing by the PKM team leader and the Head of SD Negeri 1 Segedong, as well as a group photo on the school grounds. The results obtained in this PKM are to provide knowledge and help teachers at SD Negeri 1 Segedong to be able to create interesting interactive learning media through the Wordwall application to increase teacher creativity and competence at SD Negeri 1 Segedong.

CONCLUSION

This research aims to increase teacher creativity and competence through the use of interactive learning media using the Wordwall application at SD Negeri 1 Segedong. In the ever-evolving context of modern education, teachers need to be able to adapt to technological changes and utilize them in the learning process. Teacher creativity plays a key role in motivating students, encouraging them to think critically, and developing their potential to the fullest. Through training and the use of the Wordwall application, teachers can create engaging, innovative, and interactive learning. The app allows teachers to access a variety of interactive learning apps available online, such as Wordwall, which can increase student interest, motivation, and understanding. Thus, students can be better prepared to face future challenges. The results showed that the use of interactive learning media through the Wordwall application can make a positive contribution to increasing teacher creativity and student learning interest. Creative teachers can create a learning atmosphere that triggers student curiosity so that students are more active and involved in the learning process. In addition, the use of interactive learning media can also increase interaction between teachers and students, students with

students, and all components of the classroom with learning resources. In conclusion, the implementation of interactive learning media through the Wordwall application at SD Negeri 1 Segedong can be an effective model in increasing teacher creativity and competence, as well as student learning interests. By continuing to develop teachers' ability to utilize educational technology, it is hoped that the quality of learning in schools can continue to increase, by the demands of a changing era. Thus, this research makes a valuable contribution to efforts to improve the quality of education in Indonesia.

REFERENCES

Irham, H. (2020). *Membuat Games Edukasi dengan Wordwall*. Pekalongan: PT. Nasya Expanding Management.

Maghfirah, S., & Sulaiman, S. (2022). Pengaruh Platform Wordwall Berbasis Website dalam Meningkatkan Minat Belajar Peserta Didik pada Mata Pelajaran PAI. *AS-SABIQUN*, *4*(5), 1481–1498.

Pentury, H. J. (2017). Pengembangan kreativitas guru dalam pembelajaran kreatif pelajaran Bahasa Inggris. *Faktor: Jurnal Ilmiah Kependidikan*, *4*(3), 265–272.

Pratiwi, N. A. (2018). pengaruh media pembelajaran interaktif terhadap hasil belajar bahasa indonesia di smp negeri 1 bungoro kecamatan bungoro kabupaten pangkep. *Makassar: Universitas Muhammadiyah*.

Syamsurrijal, A. (2020). Bermain sambil belajar: permainan tradisional sebagai media penanaman nilai pendidikan karakter. *ZAHRA: Research and Tought Elementary School of Islam Journal*, *1*(2), 1–14.