

Socialization of Learning Computer Technology for ANBK Exam Preparation at SDN 2 Pandeyan, Ngemplak District, Boyolali Regency

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Abstrak: Dengan berkembang pesatnya teknologi informasi dan komunikasi maka pembelajaran ilmu tersebut haruslah mulai di berikan dari usia dini, terutama dalam bidang pendidikan jenjang SD. Kami mencoba meningkatkan IPTEK tersebut dengan maksud mempersiapkan untuk ujian ANBK yang akan mendatang. Pengabdian Masyarakat yang berjudul Sosialisasi Pembelajaran Teknologi computer Untuk Persiapan Ujian ANBK Pada SDN 2 Pandeyan, Kecamatan Ngemplak, Kabupaten Boyolali dilaksanakan pada hari Selasa 1 Agustus 2023 hingga Rabu 2 Agustus 2023. Bertujuan untuk memberikan pengetahuan dan keterampilan IPTEK kepada siswa-siswi SDN 2 Pandeyan yang Belum pernah mengoperasikan komputer. Metode yang digunakan adalah sosialisasi serta praktek langsung pengoprasian komputer dan simulasi ujian ANBK. Hasil dari kegiatan ini adalah siswa-siswi SDN 2 Pandeyan memiliki keterampilan dalam mengoprasikan komputer baik untuk keperluan sehari hari ataupun ujian ANBK

Kata Kunci: ANBK, Komputer, dan SD

Abstract: With the rapid development of information and communication technology, the learning of science must be given from an early age, especially in the field of education at the elementary level. We are trying to improve the science and technology with the intention of preparing for the upcoming ANBK exam. The Community Service entitled Socialization of Computer Technology Learning for ANBK Exam Preparation at SDN 2 Pandeyan, Ngemplak District, Boyolali Regency was carried out on Tuesday 1 August 2023 to Wednesday 2 August 2023. The aim is to provide science and technology knowledge and skills to students at SDN 2 Pandeyan who Never operated on a computer. The method used is socialization and direct practice of computer operation and ANBK exam simulation. The result of this activity is that Pandeyan 2 Elementary School students have skills in operating computers both for daily needs and for ANBK exams.

Keywords: ANBK, Computer, and SD

Introduction

Computer technology is the study of computer equipment, both software and hardware. Computer technology itself cannot be separated from the name of information,

because in that information there is something that becomes the goal with actual delivery and elaboration. Computer technology also discusses network and telecommunications systems, because computers are a field that is also very important in human life.

Computers are the work of humans that are capable of bringing about major changes in various fields of human work, including in the field of education. In the field of education, computers as a result of modern technology have become an important part of learning media. Computers can be used as a tool to convey information or ideas contained in learning to students. Computers can also be used as a medium to make it easier for students to learn independently because computers can contain multimedia components (text, images, audio, animation, and video). The computer itself has become the main facilitator for activities in all sectors of life, including in the education sector. Computer technology can facilitate the learning process, such as teaching percentages, access to information (e-learning), and making computer-based learning.



Figure 1. Computer

Sumber: <https://www.nesabamedia.com/bagian-bagian-komputer/>

Schools in Indonesia carry out technology-based education using computers as learning media in schools. But on the other hand, this requires schools to have infrastructure that supports the implementation of technology-based learning. For schools that do not have supporting infrastructure, they cannot carry out technology-based education. This is one of the reasons that technology-based learning has not been optimally implemented in Indonesia. (Hutahaeen et al., 2022). Furthermore, for 3 and 4 years old, have a computer benefits in increasing creativity, intelligence, nonverbal skills, structural knowledge, long-term memory, hand dexterity, verbal skills, abstraction problem solving, conceptual skills and self-esteem. Whereas for kindergarten children and early elementary school is to improve motor skills, heighten mathematical thinking, increase creativity, high test scores on critical thinking and problem solving, motivational effectiveness – the beliefs that they can change or affect their environment. This can be obtained if kids use the right software for education. For example, a log is a computer language designed specifically as a learning environment. Children write programs that create images via move commands "turtle" a small pointer on the layer. This type of activity enhances creativity. This productive activity enhances creativity. Computers have an impact on children when computers provide concrete experiences, children are free to use and control the learning experience. Children and teachers learn together, teachers encourage teaching peers and teachers using computers

to teach powerful ideas. Many studies show that computers have benefits for developing the potential of early childhood. There is nothing wrong if the computer is an alternative – without ignoring other traditional ingredients in early childhood education. Because early age is a critical age for develop the potential that children have so that it needs to be facilitated so that obtain optimal results (Sarlina,2019). In the other side ANBK is also done using computer. If students want to pass ANBK exam they must also master computer program well. As for the information, National Assessment is an evaluation program organized by the Ministry of Education and Culture to improve the quality of education by photographing the input, process and output of learning in all educational units. All these exams are held in the computer. The National Assessment is carried out with 3 (three) instruments, namely Minimum Competency Assessment (AKM Literacy, Numeracy), Character Survey and Learning Environment Survey (Kemendikbud.go.id)

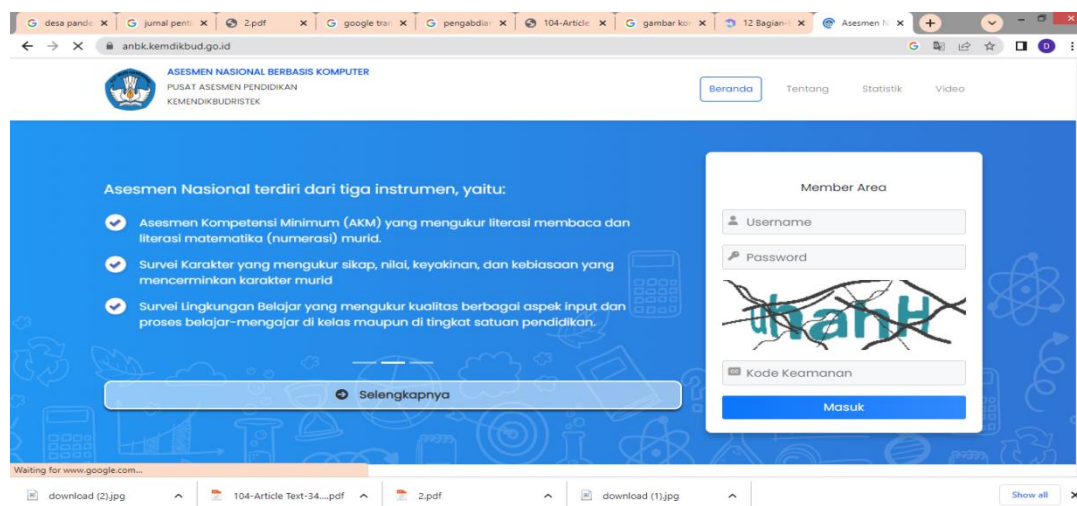


Figure 2. Picture of ANBK Dekstop

Source: <https://anbk.kemdikbud.go.id/>

Based on the theory above the writers are encouraged to conduct the community service. The writers feel that the Students in SDN Pandeyan need to be introduced with computer program, laptop and some basic application. So, the writers conduct the community service entitle Socialization of Learning Computer Technology for ANBK Exam Preparation at SDN 2 Pandeyan, Ngemplak District, Boyolali Regency

Method

This activity was carried out at SDN 2 Pandeyan, Ngemplak District, Boyolali Regency, Central Java, on Tuesday, August 1 2023. This community service activity took the theme of Preparing for the Computer-Based ANBK Exam. This service activity uses an approach method by providing information and direct practice in operating a computer or

laptop. This activity was shown to grade 4 & 5 elementary school students at SDN 2 Pandeyan, Ngemplak District, Boyolali Regency, Central Java. This community service is carried out at SD N Pandeyan Pandeyan Boyolali Village. The partners of this community service activity are elementary school children at SD N Pandeyan. Service activities to this community is located in SD N Pandeyan Pandeyan Village, Boyolali City, Central Java. The method of implementing this activity is as follows:

1. Problem Identification

To formulate the problems faced by partners in this service, the implementing team service to identify problems by conducting interviews with teachers regarding the technical implementation of ANBK

2. Preparation and debriefing

Before entering the implementation of activities, first the service team make several preparations including permits oral speech from the principal, preparation of training materials, and preparation of tools and equipment materials needed in service. This provision is intended for provide students with an understanding of the themes that are carried out in the training This is about computer training for SDN Pandeyan 2 students.

3. Implementation

The form of activity carried out in this service is basic training computers and internet access for elementary school students. Computer basics training covers basic knowledge and skills of temporary computer use Internet access training covers how to access the Internet to search required information.

4. Evaluation

Evaluation consists of evaluation of training participants and evaluation of activities. Evaluation was carried out At the end of the training in this activity, the team provides several exercises to students regarding how to use computers and access the internet, Meanwhile, evaluation of activities is carried out by conducting questions and answers to training participants related to the implementation of this activity.

4. Compilation of Reports

In this section, the service implementation team makes a report as a form responsibility for the implementation of community service in the environment Pandeyan village.

Result

The definition of ANBK is a quality assessment program carried out by every school, madrasah, and equality program at the elementary and secondary levels. This assessment will later be carried out based on the basic abilities of students starting from literacy, numeracy, and character. In addition, ANBK is also said to be able to assess the quality of the teaching-learning process in educational units. Information on these matters was obtained through three main instruments, namely the Minimum Competency Assessment (AKM), the Character Survey, and the Learning Environment Survey.

This activity aims to equip grade 4 and 5 students at SDN 02 Pandeyan to face the ANBK exam in the future. The hope that is desired after this learning ends is that children are able to operate a computer or PC from turning it on to turning it off, and children

understand how to operate and answer the questions that have been provided on the website.

The method used to introduce this material is the lecture method with the help of power points and tutorials. This basic introduction to computers includes an introduction to hardware, software and brainware. This material aims to provide students with an understanding of the components of a computer or laptop that will be used in the ANBK activity. Furthermore, students simulate using a computer or laptop directly, get to know the monitor, keyboard, mouse and the use of the buttons on the keyboard. Here's how to use a laptop:

1. Make sure the computer you are going to use has installed both the application and the operating system;
2. Pressing the On(Power) button on your Laptop's (Keyboard);
3. Wait a few moments, so that the display on your computer monitor appears; Select the application you want to use by moving the mouse device provided.



Figure 1. Introducing Computer / Laptop

Discussion

An introduction to the ANBK application is given to students to increase their knowledge and understanding. Then a simulation of the use of the ANBK application was carried out, where each student was ready with their respective computers. The steps are:

1. Students are asked to log in using the username and password on the participant card then press the login button, if the username and password are correct then a participant data confirmation page will appear, then students are asked to complete the data then click submit.
2. Students will enter the question page (view of literacy questions). On this page students are introduced to several features that will be used to answer questions. For example, the question font is used to set the question font size to choose the size the student wants. Then there is information about questions, remaining time and a list of questions.
3. Answering questions Participants are asked to choose a list of questions. Then question numbers will appear in a certain color. On this page various types of questions will appear along with alternative answers, for example multiple choice, multiple complex, true/false, brief descriptions and so on, participants are taught to answer questions according to what is presented on the question page. (Annashri & Putra, 2021)

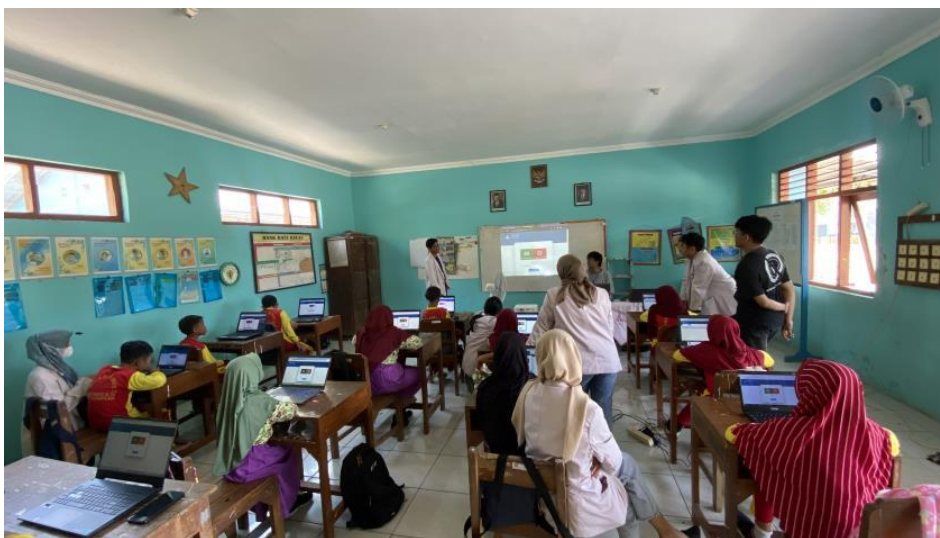


Figure 2. Introduction and Training on ANBK Questions

Conclusion

This activity is an effort to prepare grade 4 and 5 students at SDN 02 Pandeyan in facing the ANBK exam in the future. The main purpose of learning this is so that children can be proficient in operating computers or PCs, from turning them on to turning them off, and have an understanding of operating these devices and answering the questions on the exam

platform. ANBK is a quality assessment program that covers various aspects, such as literacy, numeracy, and student character, as well as the quality of the teaching-learning process in schools. This assessment will involve instruments such as Minimum Competency Assessment (AKM), Character Survey, and Survey Learning Environment. To optimize the implementation of this activity, several steps can be taken, such as in-depth training, continuous practice, focus on basic competencies, parental collaboration, and evaluation & updating.

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