

CHAPTER I

INTRODUCTION

A. Research Background

English is important language in this world, many countries used English as their first, second and foreign language. English has become a communication need in various fields in the digital era. (Richards, 2006,). If students have strong English skills, it will make it easier for them to interact effectively with the global community and build wider relations with other countries.

In Indonesia, English is a foreign language and students have at least a basic foundation of English, but the problem is that the elementary schools in Sungai Deras village do not apply English as their compulsory subject. This is due to the lack of an introduction to English from scratch and also because Indonesia introduced the course in 2013. According to the Indonesian Curriculum 2013 (K13), English is no longer taught in primary schools because the English subject is not a compulsory subject but an optional compulsory subject. At junior high school and senior high school. This is supported by the decision of the Ministry of Education and Culture in 2021 to instill a policy of resumption of teaching and learning activities through the implementation of the prototype curriculum, which is applicable to elective courses used in educational units from 2022 to 2023. This course applies to the continuation of the course (K13), where one feature of this curriculum in English will be an elective subject in elementary school

To facilitate this needed, the government of Sungai Deras Village collaborates with IKIP-PGRI Pontianak build an English village in Sungai Deras. This program would help students learning English in non-formal education, with experienced tutors, students would be taught English from basic English and also they can play while learning.

English program at Sungai Deras Village has been in operation for less than 2 years. Learning and teaching in this English village is

unstructured and unorganized. This is because, there is no learning materials that can help student achieve standard and basic competence. In general, learning materials is the knowledge, skills and attitudes that students need to learn in order to achieve a given standard of competence and basic competence Prastowo (2013: 309).

Based on statement above, researcher develop English teaching materials for Sungai Deras English Village to help students become more proficient in language and communication, so that learning and teaching are structured and organized. The researcher develop supplementary learning module using RnD (Research and developmen). Previous study by Neneng Fahira (2021) showed that Research and Development (R&D) process or steps for developing a new product can improve existing products billing. Nusa Putra (2015:67) states that research and development (R&D) can used as research method systematically discover, improve, develop, produce, and test the effectiveness of products, models and methods/strategies/methods Remarkable, novel, effective, efficient, productive and important. Research and development does not only involve product teaching materials but research and development must see the success of a product being developed.

The model for developing students learning materials in this research used a modification of the research and development ADDIE. Cahyadi (2019) stated that the ADDIE model is a learning system design model that shows the basic stages of a learning system that is easy to do. ADDIE model has the principle of an effective, efficient, and interactive system approach because each phase will produce an evaluation that can be used to reach the next phase (Wibawa, Ashrianto, and Pambudi 2021). Addie model is a way to develop a product that is empirically tested, it is necessary to have documented and measurable stages of activity at all stages of development.

Based on previous research regarding the problems faced by students in learning English, the researcher was interested in taking the

title "Designing Learning Materials for Teaching Students of Sungai Deras English Village ". The basis for developing teaching materials in this research is the identification of English learning needs for students in Sungai Deras English Village. The development of English teaching materials in this study includes vocabulary, expressions, and dialogues. Expected this supplementary learning module can provide great encouragement and motivation to improve the quality of English learning in Sungai Deras Village.

B. Research Questions

Related with the previous explanations above, the research problem of this research was formulated into question as follow:

1. How is learning need for teaching student of Sungai Deras English Village?
2. How is the feasibility of learning materials for teaching English in Sungai Deras English Village?

C. Research Purposes

In relation to the research problem already stated the purpose of this research is:

1. This study aims to how is learning need for teaching students of Sungai Deras English Village.
2. To investigate how is the feasibility of learning materials for teaching English in Sungai Deras English Village.

D. Scope of Research

1. Research Variable

Variable are everything in the form determined by the researcher for the study, information about it is obtained, then withdrawn conclusion. According to Sugiyono (2013: 61) research variable is an attribute or have a changing nature or value of a person, object or activity designated by the researcher to be studied and then withdrawn in conclusion. In this research, the research variable is

Designing Learning Materials for Teaching Students of Sungai Deras English Village.

2. Research Terminology

This part following definitions is provided to the uniformity and understanding of these terms throughout the study.

a. Research and Development

Research and development is a process of doing research that is done concurrently and systematically to improve while also designing a new product by testing to account for the product.

According to Sugiyono (2013:395), research and development is a research approach used to manufacture a particular product and measure its efficacy.

b. Designing

A design is a plan or specification of an object or system for implementation, activity process, and specification in the form of a prototype. The design usually has to satisfy certain goals and constraints. Typical examples of designs include architectural, blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns (Mulyatiningsih n.d. 2019)

c. Learning Materials

Learning Materials are a set of materials that contain learning materials or content collected and systematically develop from various learning sources that must be absorbed by students through engaging learning. From this it can be concluded that an analysis is investigation of the causes of gaps in a set of materials from different learning sources. According to Prastowo (2013: 309), in general, learning materials is the knowledge, skills and attitudes that students need to learn in order to achieve a given standard of competence and basic competence. In other words, learning materials can be divided into three categories: cognitive, affective, and psychomotor.

d. Teaching

Teaching can be conceptualized as a form of problem-solving and decision making which has many properties in common with the work of physicians. This conceptualization has led to a body of research which has investigated the decision making of teaching focusing in particular on the information about pupils that teachers use to make decisions and the way they tailor instruction to individual pupil need (Calderhead, 2011).

e. English Village

The English village is a non-formal learning establishment founded by the local foundation or handyman. Its aim is to fill the need of the students in studying, especially in the Learning English, because there aren't English mattresses in the Elementary school. For this research the village. The village that researcher select is Dungai Deras village that located in Kubu Raya regency, Teluk Pakedai district.

E. Significances of The Research

Good research should provide important benefits and impacts for a subject that is researched, environment, information, and further research. In this research, two significance obtained from the point of theory and practice.

1. Theoretical Significances

The research carried out by the research that is expected to be able to become research materials and reference in the scientific development of the education sector, especially in designing learning materials.

2. Practical Significances

Through this research, researcher expect this study could provide worthy contributions to the Headman of Sungai Deras, students, and other researchers.

- a. To government of Sungai Deras

By this research, the researcher hope that it can help village governments build human resources to compete with outside communities.

- b. To students

By this research, the researcher hope that it can help students learning English organized.

- c. To others Researcher

The researcher hope this research can help 1,a source of references in further research. In addition, researcher hope that later researcher will be able to continue research like this at Others English Village.