
ACTIVE LEARNING STRATEGY BASED ON E-LEARNING IN THE LESSON PLAN COURSE

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Abstract

The development of information technology which is more advanced, college-students are always required to understand the development of technology, especially in matters that support the implementation of the educational process. The need for information technology in teaching and learning process is inevitable. One of the utilization of information technology in education is electronic-based learning or e-learning. E-learning can be used to improve the quality of learning in the course of Lesson Plan, especially in understanding some theories of learning media preparation. The advantages of electronic-based learning media or e-learning is lecturers and college-students can conduct conferences, discussions, and consultation electronically without having face to face or meet directly, college-students can understand the lecture materials independently, creating a relatively more efficient learning atmosphere in terms of time, also college-students can review the learning materials any time anytime and anywhere. The course of Lesson Plan is very important to be understood well by the college-students, because in that course the college-students are taught about how to arrange good learning media, the components of Lesson Plan (such as objectives, teaching materials, learning method, learning media, and learning evaluation), and learning management and development of teaching materials. Beside the many advantages of electronic-based learning media or e-learning in the learning process that can assist college-students' to understand the course learning materials. Obstacles is encountered by college-students in the application of electronic-based learning, one of them is college-students do not know how to operate computer and multimedia equipment, the internet networks quality that vary in each region, then viewed from the aspect of competence achievement, the application of electronic-based learning media is not necessarily the maximal.

Key words: Learning strategy, e-learning based learning, Lesson Plan course

INTRODUCTION

In this modern era, the the need for technology in various aspects of life such as transportation, health, and education is no longer denied. The existence of technology is very helpful to various aspects of life, also facilitate human activities in conducting their activities. The existence of increasingly developed and sophisticated technology will definitely reap the positive and negative impact of either the active or passive users. These impacts must be filtered and controlled so that the application of technology does not harm us.

The application of technology in the education world will clearly provide the easiness and effectiveness in finding information related to learning materials. The application of technology in the world of education can be useful as a place to find information related to learning materials, the profile of an educational institution, as well as media to seek information related to the acceptance of new students. By technology we will not find difficulty in finding information that is located in a far away place. As for example to find information about the admission of university in one of the universities located in Java, the prospective students do not

need all the way go to the said university seeking information about the student admission, but can be done through technology in the form of Internet or Computers,

One of the technology being used in education is e-learning media. E-learning media can facilitate learning activities. Because by the e-learning media, teachers or lecturers can communicate with pupils or college-students without meeting directly. Also, in the event of sudden things that do not allow for the implementation of the learning process in the classroom, then by e-learning media the situation can be controlled and overcame thus the learning process is still running well.

Among the various advantages of e-learning media in learning activities are saving time, demands to teachers or lecturers to understand and use technology, effectiveness in search and delivery of information related to learning materials, and as a benchmark for the progress of an Institution because it has the means and infrastructure related to technologies such as computers, the internet, and other peripheral devices.

The application of technology will also cause obstacles for the users especially for individuals who

do not understand and able to operate computer. Thus, on this article will be discussed things that related to the application of information technology on education, what is e-learning media?, and what are the things related to the obstacles in the application of e-learning media either from lecturers or students.

COLLEGE-STUDENTS UNDERSTANDING TOWARD ACTIVE LEARNING STRATEGY BASED ON E-LEARNING IN THE LESSON PLAN COURSE

College-students have relative same understanding and vision toward learning based on e-learning applied in the course of Lesson Plan. College-students think that electronic-based learning or e-learning is a learning tool that utilizes informatics technology with the media of computer or laptop, internet, and other multimedia equipments.

Learning based on e-learning able to connect college-students with lecturers and vice versa, although in a condition that not allow them to meet each other face to face or meet in person, so that it still occur communication and interaction indirectly (through internet network) which together have purpose upon the implementation of a particular learning material or lecture.

Active learning based on electronic (e-learning) provides freedom to lecturers in giving students access to scientific references related to Lesson Plan course. According to Yazdi (2012), e-learning is learning process that done through internet technology. According to Nisa (2012), e-learning is often understood as a form of web-based learning that can be accessed from the intranet on the local network or the internet.

Hanum (2013) stated that e-learning can be defined as a form of information technology applied in the field of education, in the form of cyberspace. Kamarga (2002) defined e-learning as a learning activity delivered through a computer electronic device that obtains learning materials to suit their needs. According to Karwati (2014) e-learning is an effective learning process that is produced by combining the delivery of digital materials, consisting of support and services in learning.

According to Dahiya (2012) e-learning is an information and communication technology to enable students to learn whenever and wherever. While Suharyanto (2016) said that e-learning is distance learning using computer technology and the internet. Another definition related to e-learning also presented by Ramadhani (in Maulina & Bernadhed 2017), in her research entitled "*Efektifitas Penggunaan Media Pembelajaran E-Learning Berbasis Web Pada Pelajaran Teknologi Informasi dan Komunikasi*

Terhadap Hasil Belajar Siswa Kelas X SMA Negeri 1 Kalasan" (Effectiveness of the Implementation of Learning Media of E-Learning Based on Web in the Subject of Information and Communication Technology on Students' Learning Outcome of Class X of 1 Kalasan High School). The sampling technique used in this research is simple random sampling method (randomly). From the results of this study, it can be concluded that the effectiveness of the learning media of web-based e-learning is higher than conventional learning media. This is demonstrated by the post-test of hypothesis test and the normalized gain value.

The difference from the research by the authors is that in the system the authors do not test the hypothesis. Gilbert & Jones (in Maulina & Bernadhed 2017) defined e-learning as the delivery of learning materials through an electronic medium such as internet, intranet/ extranet, satellite broadcast, audio/video tape, interactive TV, CD-ROM, and computer-based training (CBT).

Rudi from the Sekolah Tinggi Manajemen dan Ilmu Komputer (College of Management and Computer Science) RAHARJA Tangerang (2014) in his research entitled "*Perancangan Aplikasi Sistem E-learning Berbasis Web di SMK Karya Pembangunan Jambi*" (Designing Application of Based E-learning System Based on Web at Karya Pembangunan Vocational High School Jambi). The e-learning application created includes some features that become standardization in the learning process such as distribution of learning materials, discussion forums, and assignments that can be done by teachers and students. The difference with the research by the authors is in the system that the author will develop also can collecting the tasks online.

According to Maulina (2017), e-learning application will be make based on website. Website is the entire web pages that are contained from a domain that contains information. A website is usually built on many interconnected web pages. The connection between one web page with another web page is called Hyperlink while the text use as media connection is called Hypertext. Websites are usually summarized in a domain or subdomain, which is located within the Word Wide Web (www) on the internet. According to Andrizal & Ahmad (2017), e-learning is defined as a system or concept of education that utilizes information technology in a teaching and learning process. E-learning is a learning that uses the help of electronic devices, especially computer devices.

Based on the explanation of the experts above, e-learning or internet enabled learning is a learning that utilizes computer and internet technology for

distance learning, that used in delivering learning materials from lecturers to students. The learning materials that students can learn independently can be accessed directly through e-learning. Because the Lesson Plan course is basically a description of some activities and actions that will be done during the learning process.

Related to planning, William H. Newman (Majid, 2016: 15) stated that planning is determining what will be done. Planning contains broad set of decisions, explanations of objectives, policy determination, program determination, determination of specific methods and procedures, and the determination of activities on a daily schedule.

Banghart and Trull (Majid, 2016: 16) said that planning is the beginning of all rational processes and contains the nature of optimism, based on the belief to be able to overcome various problems. According to Hanum (2013), lesson plan is basically a description of some activities and actions that will be done during the learning process.

Thus it can be concluded that the Lesson Plan course based on e-learning contains plans, estimates, and general overview of learning activities by utilizing computer networks, and the internet. The scope of the Lesson Plan course covers four main components, which are objectives, materials or teaching materials, teaching and learning activities, and evaluation.

THE BENEFITS OF LEARNING BASED ON E-LEARNING IN THE LESSON PLAN COURSE

Learning based on e-learning can bring a new atmosphere in the Lesson Plan course that usually only happens face to face directly between lecturers and college-students. Good utilization of e-learning can improve the learning outcomes to be the maximum. Sriwihajriyah (2012) said that learning by online e-learning system will make the learners more active in learning, and educators do not have to do it face to face or directly, also can use this online-based application outside the school environment.

According to Karwati (2014), in detail the benefits of e-learning can be seen from two angles, which are: from the point of college-students and also the lecturers point: 1) from the college-students' side, e-learning allows the development of high learning flexibility. That is, college-students can access learning materials at any time and repeatedly. College-students can also communicate with lecturers at any time. With this condition, college-students can further strengthen their mastery on the learning materials. 2) From the lecturer's side,

e-learning has many benefits for lecturers, especially those related to: a) it is easier to update the learning materials that are their responsibility in accordance with the demands of scientific developments; b) self development or conducting research to increase their insight, because they will have more free time; c) Controlling college-students' learning activities. Even lecturers can also know when their students are studying, what topics are being studied, how long a topic is learned, and how many times a particular topic is re-studied; d) Checking whether college-students have worked on exercise issues after studying a particular topic; and e) Checking college-students answers, then informing the college-students about the results.

Some benefits of e-learning in Lesson Plan course according to Rohmah (2016) is *first*, with e-learning it can shorten the learning time and make the cost of study more economical. *Second*, e-learning facilitates the interaction between learners and learning materials. *Third*, learners can share information and access the learning materials at any time and repeatedly, with such conditions learners can further strengthen their mastery of learning materials. *Fourth*, with e-learning the knowledge development process does not only happen in the classroom, but with the help of computer equipment and networks, students can be actively involved in the teaching and learning process.

Nadzirah (2017) emphasized that the benefits of e-learning is to make learning more effective in improving the quality of learning, because the learning process is not only fixated at one time and in the room only. According to Soekarwati (2002), other benefits of electronic-based learning (e-learning) in the Lesson Plan course for lecturers and college-students, they can use teaching materials, or learning instruction which is structured and scheduled via the internet, thus they can assess each other on how far the learning material is learned.

According to Karwati (2014), there are several reasons underlying the importance of the utilization of information technology (IT) in the world of education, which are: 1) Many schools have their own computer, thus it is possible to develop a Personal-Interactive learning package in which the teaching materials are packaged in a software. Participants can learn by running the computer program or software on the computer independently, and at their respective locations. Through the package of this learning program, participants can do the simulation or feedback about the progress of learning; 2) Indonesia consists of thousands of islands spread over a vast area, and is populated by more than 200 million inhabitants with non-homogeneous

distribution. This condition is realized to have obstacles when applying conventional education system (face to face). 3) For the similar quality of material acquisition, it was developed a distributed learning package, in which learning materials are placed/stored in a server connected to the internet, so that it can be retrieved by the participants, either using web-browser or File Transport Protocol or FTP (file transfer application).

Learning with e-learning can be useful for improving the effectiveness and flexibility of learning. Through e-learning, the learning materials can be accessed anytime and anywhere, also the learning material can be enriched with various learning resources, including multimedia, and then can be quickly updated by the teacher.

According to Maryani (2013), other benefits of e learning in the Lesson Plan course for college-students is that they can freely look for reference materials that are not in the limit of a course. According Hermawanto (2013: 68), the use of communication and information technology in the field of education such as the use of e-learning gives a very big influence. In the learning process perceived a tendency: *first*, shifting education from teacher-oriented learning system (teacher centered) to student-oriented system (student centered); *second*, open and distance education grow and became more popular; *third*, more choice of learning resources are available.

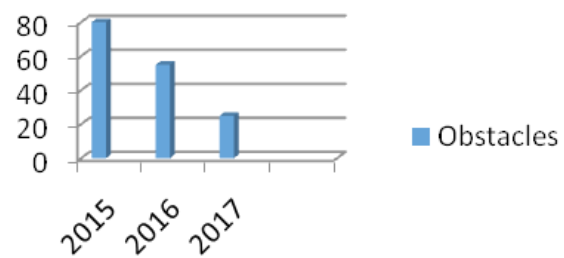
Based on the above explanation, the benefits of e-learning in the Lesson Plan course is that it can facilitate lecturers and college-students in the implementation of learning and conduct evaluation on the Lesson Plan course, because with e-learning all information can be quickly downloaded from e-learning sites, and it also can quickly evaluate students learning outcomes without having to take exams in the classroom

OBSTACLES FACED BY COLLEGE-STUDENTS IN THE UTILIZATION OF LEARNING BASED ON E-LEARNING IN THE LESSON PLAN COURSE

Beyond the abundance of easiness in the application of electronic-based learning media or e-learning in the learning process, that can assist college-students activities in understanding the lecture materials, there are also obstacles encountered in using electronic-based learning media in the Lesson Plan course, which are: *first*, if college-students do not understand and master in operating computers, internet, and multimedia equipment then it can hamper or become an obstacle for the college-students themselves in order to understand and

follow the learning process. *Second*, the availability and feasibility of e-learning media infrastructures. In fact, not all educational institutions have the equipments and ability to run and tend for e-learning media, it is also because in using electronic media or e-learning can increase the cost that charged to the college-students. *Third*, another obstacle is the availability of internet network. This can be an obstacle in the learning process.

The following is the result of the measurement related to the obstacles experienced by the college-students in the course of Lesson Plan:



In detail, year 2015 the biggest obstacle faced by college-students was not familiar with e-learning in the learning. This was evidenced when college-students were confused in accessing e-learning. In addition, the obstacles faced by students were: a) students did not have e-learning account. b) Not all college-students had computers or laptops to access e-learning, c) internet network was less stable. To overcome the above obstacles, in 2016 the Program study of Elementary School Teacher Education was conducted training for college-students on how to use e-learning. As a result, in 2016 the constraint was decreased by 25%. It means learning using e-learning has been implemented although not yet maximal, as college-students was still have difficulty in uploading tasks through e-learning, also for college-students who did not understand e-learning was required a lecture guidebook. I with the Teaching Team were making a manual on how to use e-learning in the course of Lesson Plan. Therefore, in 2017, the obstacles experienced by college-students were decreased by 25%. With the guidebook, the college-students became skilled in using e-learning technology such as students were able to upload their tasks and interact remotely with other students as well as with the lecturers. With the training and the making of the lecture guidebook, college-students are not only skilled in the course of Lesson Plan but also skilled in using e-learning technology.

CONCLUSION

Based on the above explanations, it can be concluded that the role of internet technology and media in the current era is increasingly needed

because technology facilitates all human activities ranging from small to large. In the education world, technology is widely used starting from the acceptance of pupils, the administration of pupils, lecturers and teachers, a media to provide materials, making learning media, until assessment process. Assisted by technology these jobs will be easier and time saving.

One of the technologies we discussed in this article is e-learning. Based on the above explanation, technology has a very important role as follows; first, with e-learning it can shorten the learning time and make the cost of study more economical. Second, e-learning facilitates the interaction between learners and learning material. Third, learners can share information and access the learning materials at any time and repeatedly, with such conditions that learners can further strengthen their mastery of learning materials.

Apart from the various advantages of e learning media in education world, e-learning media also has the disadvantages which are first, if college-students do not understand and master in using computers, internet, and multimedia equipment, it can hamper or become an obstacle for the college-students themselves which are a) college-students do not have e-learning account. b) Not all college-students have computers or laptops to access e-learning, c) internet network which is less stable. In fact, not all educational institutions have the equipments and abilities to run and tend for e-learning media. With the training and lecture guidebook, college-students become skilled in using e-learning technology. E-learning based learning strategy can improve the skills and knowledge of college-students in the course of Lesson Plan.

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