

## INCREASING THE STUDENTS' CREATIVITY THROUGH MOSAIC ACTIVITY USING PLASTIC BAG WASTE AS MEDIA AT SD NEGERI 3 MUARA BATU KABUPATEN ACEH UTARA

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### Abstract

The aim of the research was to increase the students' creativity in learning SBDP subject. In this case, the students had low creativity and difficulties in making the artworks when they learn SBDP. So, here the researcher chose the mosaic activity by using plastic bag waste as media in order to help the students in increasing their creativity. As the research methodology, the researcher classroom action research and used qualitative descriptive approach in this research and the subject of the research was the fifth grade students of SD Negeri 3 Muara Batu Kabupaten Aceh Utara. The sum of the research subjects were 20 students. In collecting the data, the researcher used some research instruments such as observation sheets, test and questionnaire. Based on the data analysis, it was found the result 1). The students' activity in leaning process was increased from the cycle 1 (60%) to be 80% in cycle 2. 2). The teacher's performance during the teaching process in cycle 1 was 75% increased to 85% in cycle 2. 3). the students' creativity in making artworks had increased from 60 in cycle 1 to be 85 in cycle 2. 4). The students gave positive responses toward the use of plastic bag waste as media in making artworks through mosaic activity . The students also were be more active during the teaching learning process. It could be concluded that the use of plastic bag waste as media through mosaic activity could increase the students' creativity in in learning SBDP subject.

**Kata Kunci:** increasing, students' creativity, mosaic activity, SBDP Subject

### INTRODUCTION

The implementation of the Merdeka Belajar curriculum requires teachers to conduct innovative and interactive learning. Teachers must be prepared to create a pleasant learning environment that meets students' needs. The learning process involves the interaction between students and learning resources within the learning environment. Learning is an activity carried out by teachers to convey knowledge, develop skills, and shape students' attitudes and self-confidence.

According to [1] learning process aims to transfer the knowledge about the methods, phases, or approaches done by the teacher to reach the learning goals. According to Indonesian Law No. 20 of 2003 on the National Education System, education is carried out by providing exemplary behavior, fostering willpower, and developing the creativity of students during the learning process. A child possesses many special potentials and characteristics that need to be nurtured. Therefore, children during their learning phase need to be guided so that they can express themselves according to their growth and development.

The development of a child's creativity greatly depends on their teacher. However, it is often observed that teachers may not fully understand the importance of nurturing a child's creativity from an early age. Creativity in children will not flourish if the environment is not supportive [2]. In this context, the educational environment plays a crucial role in developing students' creativity. According to [3], teachers must be able to develop their students through various activities that stimulate their abilities. One such method is teaching that enhances their creative skills. Creativity is a conscious action taken by an individual to gain a new perspective, resulting in the creation of something novel. This means that students are taught how to learn to think, learn to learn, and learn to create [4].

One of the learning activities that can enhance students' creativity is Arts, Culture, and Skills Education (SBDP). SBDP aims to improve creative traits, sensitivity, and the ability to express ideas through creating artwork. According to [6], the knowledge and skills in art for teachers need to be further developed to increase students' abilities to generate various forms of creativity. Among the various art knowledge and skills that teachers can employ is mosaic art. Mosaic is a technique of creating artwork by affixing parts or entire patterns, painted or drawn, using various materials such as pieces of paper, leaves, seeds, old CD shards, or ironed plastic bag fragments [7].

Based on previous observations conducted by the researcher at SD Negeri 3 Muara Batu, Aceh Utara, it was found that fifth-grade students still exhibit low creativity in SBDP (Arts, Culture, and Crafts) classes. Additionally, the research uncovered problems faced by teachers during SBDP instruction. Teachers have not yet employed engaging and innovative strategies, resulting in students feeling bored and lacking enthusiasm during the teaching and learning process.

To address the issues faced by students and teachers at SD Negeri 3 Muara Batu, Aceh Utara, the researcher selected an activity that can be implemented in SBDP (Arts, Culture, and Crafts) classes. The chosen activity is mosaic making. Mosaic is an activity that involves creating artwork, such as images or pieces of art, by affixing fragments of leaves, colored paper, porcelain shards, seeds, or other materials [8]. Consistent with previous research, it has been noted that mosaic activities can enhance students' creative abilities in making art or crafts, such as wall decorations, calligraphy, and other artistic creations [9].

Additionally, mosaic activities can also involve using recycled items or discarded objects as part of the artwork. This study focuses on the use of plastic bag waste as a medium in mosaic activities. In line with research conducted by [10], it has been demonstrated that students' creativity can be effectively enhanced by creating collages using recycled materials such as plastic bottles or other recyclable plastic waste.

According to the discussion above, the researcher would like to conduct the research by the title “ Increasing the Students’ Creativity through mosaic activity using plastic bag waste as media at SD Negeri 3 Muara Batu Kabupaten Aceh Utara”.

## METHOD

The research was conducted at SD Negeri 3 Muara Batu Kabupaten Aceh Utara. It is located on Tgk. Abdurrahman street, Cot Seurani Village, Muara Batu District, Aceh Utara Regency. The research was done in the second semester of 2023/2024 academic year. The research was conducted in collaborative Classroom Action Research and the researcher used the qualitative descriptive approach. Classroom action research is aim to improve the process and quality of the learning process [11]. In this Research, the researcher took the fifth grade students as the research subject which the total subjects were 20 students. The research was done in two cycles which consisted of two meetings for each cycle by following the fourth steps namely planning, implementing, observing, and reflecting [12]. In this research, the researcher used observation sheets, test and questionnaire as the research instruments in collecting the data. The technique of data analysis was done to get the answers of the research questions about the teacher’s performance and the students’ activities in the classroom, students’ test, and the students’ responses toward learning SBDP Subject through mosaic activity by using plastic bag waste as media.

In this research, the researcher analyzed the data in qualitative and quantitative. The quantitative data was analyzed using descriptive statistic in order to measure the average score of the students’ test result by using the formula:

$$\bar{x} = \frac{\sum fx}{N}$$

Where

$\bar{x}$  = mean score

$\sum fx$  = total score of all students

N = number of students

Categories: Level 4 = 76 – 100 = Excellent

Level 3 = 50 – 75 = Good

Level 2 = 26 – 49 = Fair

Level 1 = 0 – 25 = Poor

Meanwhile, the qualitative data was analyzed based on the result of observation checklists and questionnaire. it was analyzed by using the indicators described below:

For the observation sheets

*< 20 % = very poor*

*20 % - 40 % = fair*

*41 % - 60 % = enough*

*61 % - 80 % = good*

*>80% = excellent*

For questionnaire

*Level 4: 3.0 – 3.5 = Strongly Agree*

*Level 3: 2.5 – 3.00 = Agree*

*Level 2: 2.0 – 2.5 = Disagree*

*Level 1: 0 – 2.0 = Strongly disagree*

## **FINDINGS AND DISCUSSION**

### **FINDINGS**

The research was conducted on May 2024. It was done in two cycles. For each cycle was held in two meetings. The first cycle was conducted on 14<sup>th</sup> and 16<sup>th</sup>, May, 2024 and the second cycle was done on 20<sup>th</sup> and 22<sup>th</sup>, May, 2024. After conducted the research, the researcher found some results:

#### **1. The Research Result of Cycle I**

The results in cycle I were found from the observation sheets for the teacher and the students, and the students' test. Based on the observation sheets, it was gotten that the percentage of the teacher's performance during teaching process in using plastic bag waste as media through mosaic activity in the cycle I was 75%. Whereas, the percentage of the students' activity in learning SBDP through mosaic activity by using plastic bag waste as media in cycle I was 60%. The second result was gotten from the students' creativity test. Based on the test result, it was found that the students' creativity in the cycle I was 60. For, the results did not reached the criteria success, so the researcher decided to continue th research to the second cycle.

#### **2. The Research Result of Cycle II**

The first result in cycle II were found from the percentage of the teacher's performance in teaching SBDP through mosaic activity by using plastic bag waste as media in cycle II was 85% and the percentage of the students' activity in learning process through mosaic activity using plastic bag waste as media in cycle II was 80%. The second result was reached from the students' creativity test. It was gotten the students' creativity in cycle II had increased to be 85. The last result was found from the questionnaire result. It was found that the students gave the good or positive responses toward learning SBDP Subject through mosaic activity by using plastic bag waste as media. The students also said that through mosaic activity they were active in learning SBDP Subject. They can

create the unique and interesting artworks. Based on the results were found in cycle II, the researcher stopped the research because all results have been reached of criteria success.

## **DISCUSSION**

Based on the result finding above, the researcher could state that students' creativity will be better depend on the the teacher's efforts in teaching learning process. One of the efforts done by the teacher was through mosaic activity. It related to the statement says by [13] mosaic is one of the activity which done in order to reach the education goals namely; One of the activities undertaken to achieve educational goals is the balance of the mind, emotions, intelligence, and artistic spirit.

In this study, the use of recycled plastic bags as a medium for creating mosaic artwork made the learning process more enjoyable because students could create mosaic art according to their own imagination and ideas. This statement aligns with [14], which asserts that utilizing recycled materials encourages students to think more creatively and continuously develop their creativity by using materials that have not been processed or used before, thereby fostering their creative growth.

## **CONCLUSION**

According to the resesarch result have been discussed before, it can be concluded that mosaic activity is a solution in increasing the students' creativity in learning SBDP Subject. Through mosaic activity by using plastic bag waste as media, the students could create the artworks by their imagination and their thinking. Besides, mosaic activity also made the students were active during the teaching learning process. This statement could be proved from the result had been found such as : 1). The percentage of the teacher's performance in implementing mosaic activity by using plastic bag waste as media in learning SBDP Subject was 75% in cycle I had increased to 85% in cycle II. 2). The percentage of the students' activity in learning SBDP Subject through mosaic activity by using plastic bag waste as media in the first cycle was 60% and increased to be 80% in the second cycle. 3). The students' test result on their creativity had been increased significantly from the first cycle 60 to be 85 in the second cycle. The last result, 4). The students' responses toward the implementation of mosaic activity by using plastic bag waste as media in learning SBDP Subject was in category "Strongly Agree" or in level 3.78. it means that the students gave good or positive responses.

Based on the conclusion above, the researcher can suggest that the teacher should used the interesting and innovative strategies, methods, or media in order to reach the teaching goals. The teacher laso can combine both the strategies and media in teaching such as mosaic activity by using plastic bag waste. The other hand, the school should prepare and provide the teaching tools or teaching media to support the teaching process, so, the education can be running well based on the target.

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