

CHAPTER I

INTRODUCTION

1. Background of the study

Traditional classroom teaching methods in elementary schools often result in monotonous learning. This causes difficulties for students in improving their writing skills. The impact of monotonous elementary education on writing skills and technological lag is quite significant. Elementary education is very important to develop students' basic skills, including writing. However, one problem that is often encountered is that the educational methods in elementary schools become monotonous. Students' writing skills decrease as a result of this boredom. The lack of consistency in English language learning has been identified as a potential factor contributing to this decline. Students who face unstimulating learning experiences have difficulty in improving their writing skills. Moreover, the impact is not only on writing skills. In addition, monotonous teaching approaches in elementary schools risk causing students' technological lag. Conventional teaching methods in elementary education often lead to monotonous learning environments, which hinder the development of students' writing skills. Monotony, which is characterized by uninteresting and repetitive experiences, is considered a significant component in the decline of students' writing skills. The lack of diversity in English language learning approaches affects the overall learning process, which leads to progress in effective writing skills.

The result of monotonous teaching methods is that in addition to writing skills, technology skills are also lacking. Technological advances can cause elementary school students to fall behind if they are in a repetitive educational environment. As technology becomes increasingly important in education, the use of innovative learning approaches can prevent students from adapting to technological advances, which can limit their opportunities in the future [1]. To address this issue, it is important to learn and implement a variety of teaching strategies that engage students and teach technological knowledge and effective writing skills. Elementary schools can better equip their students

to meet the demands of the modern world by implementing a more dynamic and diverse educational approach.

To prepare students for the dynamic demands of today's world, it is important to incorporate technology into modern learning [2]. Failure to keep up with technological advancements can result in educational deficits. This can be due to outdated learning methods and students' beliefs that technology may not contribute significantly to their education. Writing skills are essential in education to help students become good communicators and critical thinkers. To teach basic sentence structures and grammar rules, writing instruction in elementary schools usually relies on conventional approaches such as handwriting exercises and concentrating on memorization and repetition tasks [3]. However, these traditional methods do not fully engage students and often make learning boring.

Using technology, teaching writing skills has been transformed. An innovative method called scaffolding leverages students' existing knowledge and resources to enhance their learning and provide a more personalized and engaging approach [4]. Automation, another creative method, has proven useful in the digital age because it makes tasks such as assessments easier, allowing teachers to provide immediate feedback and assistance [2]. Incorporating projects and games into the classroom environment has also been shown to help Teaching writing skills. Gamification of learning can engage students, foster positive attitudes toward writing, and make learning writing skills fun and interactive [5]. Collaborative projects, both in the classroom and through online platforms, foster creativity and teamwork, and contribute to the improvement of comprehensive writing skills [6].

The results of observations conducted at SDN Punggul, it can be seen that the learning methods used are still very simple, resulting in a boring and monotonous classroom atmosphere. Often simple learning methods do not provide enough variation. As a result, the learning experience becomes boring and uninteresting for students. Students will eventually get bored with monotonous learning methods. Repetitive learning will reduce children's desire to learn. This decrease in involvement will reduce children's desire to actively

participate in class discussions, especially in grade 6, researchers took research in grade 6 because of cognitive maturity. Grade 6 students generally have higher cognitive maturity compared to grades 4 or 5, this makes them more ready to understand more complex edu game canva concepts. As a result, the overall learning experience is poor. One example of monotonous learning is the reliance on traditional learning aids, such as handwritten materials. In this situation, there is no technology and education is only centered on textbooks and workbooks. Students cannot understand and use their knowledge in the real world if the learning process does not have interactive and dynamic elements. To overcome this problem, there needs to be innovation in teaching. Learning can be made more interesting and relevant by implementing technology, interactive activities, and different teaching materials. By combining various resources and approaches, teachers can create a dynamic and vibrant learning environment that attracts students' attention and fosters a true love of learning. They have been identified as barriers to effective learning, which impacts student engagement and academic achievement.

Researchers suggest leveraging Canva, a multi-functional graphic design application, to address the challenges faced in contemporary learning environments, given the urgent need for innovative educational solutions. Canva is highly flexible, making it useful as a dynamic tool that helps teachers create engaging content that can easily integrate technology into education.

Canva is an easy-to-use graphic design tool that can be used by teachers of all levels of technical expertise. With this accessibility, teachers can create visually engaging teaching materials, such as interactive games and engaging presentations. Canva is perfect for enhancing the learning experience with a variety of options to meet a variety of educational needs.

The app is more flexible than traditional teaching methods, allowing educators to innovate and create content tailored to SDN Punggul's specific problems. Using Canva, teachers can go beyond conventional teaching methods by incorporating interactive elements and visual stimuli that suit students' interests and learning styles.

Canva's accessibility and flexibility were the main reasons for choosing it as an educational tool. This is part of a broader goal to close the technology gap in education and ensure that all students, regardless of education level, have access to engaging and efficient learning experiences. The goal of strategic technology integration, supported by Canva, is to reinvigorate learning and make educational environments more dynamic and inclusive [7][8].

2. Formulation of the Problems

2.1 Is the use of Edu Game Canva Effectiveness of teaching writing skills to students?

2.2 What is the student's response to the use of Edu Game Canva?

3. The purposes of the study

3.1 To find out the effectiveness of using the Edu Game Canva as a media to teach writing skill.

3.2 To examine student's response in using the edu game canva in writing class.

4. The significanses of the study

4.1 For Teachers

This study provides insights into the effectiveness of using canva application as teaching media ,empowering teachers to adopt innovative strategies for improving student's writing skills.

4.2 For Students

This research focuses on improving student's writing skills throught the canva application,offering them a creative and interactive platform to develop their English writing proficiency.

4.3 For Researchers

This study contributes to the field of educational technology by examining the impact of canva on writing skills ,providing valuable data for further research on the integration of digital tools in education.

5 Limitation of the study

There are several limitations that need to be considered in the study on how effective Canva is in teaching descriptive writing in Grade 6 Elementary School Punggul. First, the study was limited to one school. As a result, the results cannot be generalized to a wider educational context [9]. The results may not apply to many students with different learning needs.

If a pre-test-post-test experimental design is used to collect data, there is a potential for testing bias. Students' knowledge of the pre-test may influence their performance on the post-test, which may impact the accuracy of the learning outcomes measured. In order to ensure a comprehensive understanding of student progress, the incorporation of additional assessment techniques may be beneficial to the study.

This study also relies heavily on the tools selected, especially the pre-test and post-test, as these tools may not be able to cover the full spectrum of descriptive writing improvement. More diverse assessment tools, such as surveys and interviews, could be used to provide a more in-depth evaluation of Canva's impact on students' writing. Finally, the examination of possible variations in Canva's effectiveness across grade levels is limited because the study focused on one grade level (grade 6). Educational tools may be responded to differently by students at different grade levels. Therefore, including more grade levels would provide a more in-depth understanding of Canva's implementation across age groups.