

Application Of Educational Game Methods And Communicative In Learning Activities Teaching Field Of Study Of Aqidah Ahlak At Junior High School Tahfizh Al-Amin Aciro In Malulu Village Dondo District Tolitoli Regency

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ABSTRACT

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This study aimed to find out how the application of educational and communicative game methods in teaching and learning activities in the field of Aqidah Ahlak studies at Tahfizh Al-Amin Middle School, Malulu Village, Dondo district, Tolitoli regency. Application of educational and communicative game methods to make it easier for students and teachers to learn and increase students' understanding of learning so that students unsaturated and bored while learning and teachers are more creative in teaching.

The subjects in this study were Aqidah Ahlak teachers and eighth grade students of SMP Tahfizh Putri Al-Amin. Malulu Village, Dondo district, Tolitoli regency. The method of this research was qualitative research. The results of this study are the application of educational and communicative game methods in teaching and learning activities in the field of Aqidah Ahlak studies at Tahfizh Al-Amin Middle School is to adapt the material used based on methods that are suitable for use by utilizing existing facilities and infrastructure at school and the school environment so that broaden students' knowledge and create a fun learning atmosphere.

1. Introduction

Education is always inseparable from the name of the teaching method, one of the keys to success is the existence of an interactive and adaptive method, so that the results achieved will not be far from expectations. In some schools, it is alleged that they have experienced a weakening in terms of teaching, they still use conventional methods in teaching, which place students more in a passive condition, lack of encouragement to learn and lessons that are less interactive are one of the obstacles in the world of education in our area in particular. Islamic religious education is a spearhead of scientific currents rather than the transfer of knowledge, Islamic knowledge which is channeled through both formal and non-formal teaching should be able to trigger a special attraction for Indonesian society where the majority of the population is Muslim. In law number 2 of 2003 concerning the National education system article 1 paragraph 1 it is explained that education is a conscious effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality intelligence, morals noble character, as well as the skills needed for himself, society and the country.

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PBM (Teaching and Learning Process) in schools can be said to be successful if some of the existing components work well. One of the components in PBM is the learning method used by a teacher in conveying a certain subject matter, one of which is the subject matter of moral principles. The learning method is an important instrument in the learning process which has theoretical and practical value. The learning method is also an important variable in the learning process that influences learning outcomes.

The educational institution of the ACIRO Tolitoli Foundation established an Islamic boarding school based on ACIRO TAHFIZH AL-AMIN Middle School in Malulu Village, Dondo District, Tolitoli Regency, implementing its teaching methods in conveying learning. One of them is by implementing active learning through educative and communicative methods. In this method students not only actively hear and see but students are involved from the beginning of the teaching and learning process so that students really become subjects not objects. Students have or have full time to study, think and talk, educative and communicative are interactions that take place in a bond for educational and teaching purposes. Educative and communicative interactions are actually reciprocal communication between one party and another, already containing certain intentions, namely to achieve goals (in learning activities means to achieve learning goals).

2. Literature Review

First research was from Jepri at Pageraji, West Java entitled "Application of Educational Game Methods in Learning Arabic at Mi Ma'arif Nu 1 Pageraji" Research method: experimental method results of discussion: Application of educational game methods in learning Arabic at MI Ma'arif NU Pageraji use by teacher after preparing a plan of activities to be carried out before the learning process. The type of game chosen is in accordance with the material to be taught. By using the educational game method, students are more enthusiastic and enthusiastic in following the lessons.

The second research was from Devis in Telung Agung is the title of implementing the simulation game method to improve learning achievement in the subject of Islamic faith in class VII, Adrasah Tsanawiyah Ummul Akhyar Sawo Campurdarat Tulungagung. Research method: (PTK) Classroom Action Research. Results of the discussion: based on the results of the research, it can be seen that using the game method can improve student achievement in learning the moral principles in class VII MTs. Ummul akhyar sawo. It is known from the research results in the form of values obtained in cycle I and cycle II.

According to Hasan Al-Banna, it is said that aqidah is a number of things that must be believed in the truth by the heart that can bring peace to the soul, making beliefs that are not mixed with doubt in the slightest. Aqidah comes from the Arabic word Aqoda-ya' taqidu-l'tiqodan, which means sure, believe and believe. Whereas according to the term aqidah is a matter that must be justified (trusted) by the heart with full stability or confidence in the heart (soul), so that doubts are avoided. Aqidah can also be called faith (belief). According to Drs. Moh. Uzer Usman that "the teaching-learning process is a process that contains a series of actions of teachers and students on the basis of reciprocal relationships that take place in educational situations to achieve certain goals. The reciprocal relationship between teacher and student is the main requirement for the teaching and learning process.

3. Methodology

In this research used a qualitative descriptive approach according to Bodgan and Taylor defines qualitative as a research procedure that produces descriptive data in the form of written or spoken words and observable behavior. Qualitative research is research in which the researcher himself collects data directly, the researcher is the main data collection tool because data collection must be carried out directly in real situations. The use of qualitative research is also a way for researchers to think inductively, namely researchers will know various facts or social phenomena through field observations, then analyze based on the theory used and attempt to theorize based on what has been observed.

4. Result and Discussion

4.1. Student

Learner are members of the community who seek to develop their potential through the learning process in the educational pathways, both informal education, formal education and non-formal education at certain levels of education and types of education. From the results of interviews with Grade VIII students of SMP Tahfizh al-Iman, the researchers concluded that the application of educational and communicative game methods in teaching and learning activities in the field of Aqidah Ahlak studies at Tahfizh Al-Amin Aciro Middle School, Malulu Village, Dondo district, Tolitoli regency is applying the game method based on the material being taught by utilizing adequate facilities and infrastructure in the school environment.

2. Teacher

The teacher is a teacher of a science. Teachers generally refer to professional educators with the main task of educating, teaching, guiding, directing, training, assessing and evaluating students. From the results of interviews with teachers in the field of Akidah Ahlak studies, the researchers concluded that the application of educational and communicative game methods in teaching and learning activities in the field of Aqidah Ahlak studies at tahfizh Al-Amin Aciro junior high school, Malulu village, Dondo district, Tolitoli regency, is by adapting the material being taught to educational games. Communicative as well as utilizing facilities and infrastructure in the school environment so as to increase students' understanding and motivation in learning and make teachers more innovative in teaching.

3. Material

Learning material is a form of material or a set of learning substances to help teachers/instructors in teaching and learning which are arranged systematically in order to meet established competency standards. From the results of interviews with teachers in the field of Akidah Ahlak studies the researcher concluded that the application of educative and communicative game methods in teaching and learning activities in the field of Akidah Ahlak studies at Tahfizh Al-Amin Middle School, Malulu Village, Dondo district. Tolitoli regency material is very important to use and adapt because it is a teaching material that is relevant to educational and communicative game methods in the field of Aqidah Ahlak studies where this material can be developed through educational and communicative game methods so that students can learn well and have fun and teachers can teach effectively and efficiently.

5. Conclusion

From this study, the researcher drew the conclusion that the application of educational and communicative game methods in teaching and learning activities in the field of Aqidah Ahlak studies at Tahfizh Al-Amin Aciro Middle School involved students, teachers, materials, and facilities and infrastructure, which of the four items was implemented Educational and communicative games can be carried out optimally and fun, by providing students with learning by the teacher with appropriate material using educational and communicative game methods and utilizing the facilities and infrastructure that have been provided based on appropriate materials and methods.

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