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Development of Scrapbook Learning Media to Improve Learning Outcomes in Macrame Art for Fifth-Grade Students

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ABSTRACT

Students' learning outcomes in macrame art remain relatively low, mainly due to the limited use of innovative learning media and the dominance of conventional teaching methods in the classroom. This study aims to develop scrapbook learning media and to examine its feasibility and effectiveness in improving students' learning outcomes in macrame art for grade V at SDN Jatibarang 03. The research employed a Research and Development (R&D) approach based on the Borg and Gall model, including stages of needs analysis, product design, validation, revision, and field testing. The developed scrapbook media presents step-by-step macrame techniques in a visual, systematic, and interactive format suited to elementary students' characteristics. Validation results showed feasibility scores of 97.5% from media experts and 95% from material experts, both categorized as very feasible. Effectiveness testing revealed a significance value of 0.000 in the paired sample t-test, with a high N-Gain score, indicating a significant improvement in students' learning outcomes. These findings demonstrate that scrapbook learning media is highly feasible and effective in enhancing students' understanding and practical skills in macrame art learning.

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INTRODUCTION

Education is an important part that cannot be separated in human life, in fact education is one of the central indicators that determine the progress of a nation. Law on the National Education System Number 20 of 2003. Chapter 1 Article 1 states that education is a conscious and planned 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, noble morals, and the skills needed by themselves, society, nation, and state.

In line with this, the Regulation of the Minister of Education, Culture, Research, and Technology Number 16 of 2022 emphasizes that the current education policy is directed at the implementation of quality, interesting, and student-centered learning. Through the Independent Curriculum, the Ministry of Education, Culture, Research, and Technology of the Republic of Indonesia gives flexibility to educational units to design learning processes that are tailored to the characteristics of students as well as local conditions and potentials in each region (Al-Aqsa et al., 2025). The curriculum is used as a reference for teachers in designing and planning the implementation of learning activities that will be applied to students in the classroom (Novitasari et al., 2025) . The policy aims to create a fun learning process while being able to

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stimulate student activity. Therefore, educators are required to design learning strategies that are able to provide contextual, relevant, and meaningful learning experiences for students. This opinion is reinforced by (Rahman et al., 2022) pendidikan is a consciously planned and structured effort to form an atmosphere and learning process that allows students to develop all their potential. This potential includes spiritual aspects, personality formation, intelligence, morals or morals, as well as various skills needed in personal and community life.

The development of the times and the dynamics of global challenges have also encouraged a transformation in the education system in Indonesia, especially in the aspect of the curriculum. One of the forms of renewal is the presence of the Independent Curriculum initiated by the Ministry of Education, Culture, Research, and Technology of the Republic of Indonesia as an effort to provide flexibility to educational units and teachers in designing learning that suits the needs, characteristics, and potential of students. (Prabowo & Khaudli, 2024) explained that the Independent Curriculum emphasizes project-based learning and strengthening the Pancasila Student Profile in order to form students who are faithful, independent, and able to adapt to global diversity. This curriculum also opens up wider opportunities for the creation of a creative and fun learning process. In its implementation, teachers play the role of adaptive and innovative facilitators in managing learning. (Rosyiddin et al., 2022) stating that innovation in learning is able to create a more active, creative, and fun learning atmosphere for students. Through this approach, educators have the space to develop strategies and media that are contextual and relevant to real life, so as to increase student participation, motivation, and quality of learning outcomes. Internet-based learning media can be used to help overcome various problems related to students' understanding, abilities, and creativity (Nurharini et al., 2022).

Interactive media, such as e-modules equipped with multimedia elements, can significantly increase student engagement (Saputri et al., 2023) . Interactive multimedia is learning that is designed through various forms of interaction, both between teachers and students, between students, students with the surrounding environment, and students with the learning media used (Millennia & Nurharini, 2024) . In today's digital era, the use of high-tech media is the key to making learning more relevant to students' daily experiences. The development of information and communication technology in recent years has changed the face of many sectors, including education. Digital technology is now an integral part of modern

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teaching methods. (Sarjan et al., 2024) declare that the integration of technology in the classroom creates an interactive, flexible, and engaging learning atmosphere for students. Devices such as smartphones, tablets, and web platforms allow students to access materials anytime and anywhere.

Learning Arts, Culture and Crafts, especially in makrame artwork materials in grade V of SDN Jatibarang 03, still faces several obstacles. Based on conditions in the field, the use of learning media in the art learning process is still limited and has not varied. Teachers tend to use simple lecture and demonstration methods without the support of attractive and systematic visual media. As a result, students have difficulty understanding the stages of making makrame, especially in knot techniques and pattern formation that require a step-by-step understanding. In addition, the characteristics of elementary school students who are at the concrete operational stage demand the existence of media that can help them understand concepts through clear visualizations and real examples. However, the media available in class V of SDN Jatibarang 03 has not been fully able to facilitate these needs. The limitations of this learning medium have an impact on the lack of interest and motivation of students in participating in art learning, so that the learning results in the makrame artwork material are not optimal. Some students seem to lack confidence in practice and simply imitate without understanding the manufacturing process thoroughly. Learning media is one of the important elements that plays a role in supporting the learning process to take place effectively (Amalia & Nurharini, 2025).

Responding to these problems, an innovation in learning is needed that is able to accommodate students' needs for concrete, interesting, and systematic media. One alternative solution that can be developed is scrapbook-based learning media. Scrapbook media is designed by combining visual elements in the form of pictures of the stages of the makrame knot, pattern examples, brief explanations, and documentation of the work in a coherent and easy-to-understand unit. The use of this media is expected to help grade V students of SDN Jatibarang 03 understand the process of making makrame gradually, not only imitating, but also understanding the concepts and techniques used. Additionally, engaging and interactive displays can increase students' motivation to learn as well as encourage their active involvement in the art learning process.

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In line with the need for more innovative learning media and in accordance with the characteristics of elementary school students, several previous studies have shown that the use of scrapbook media has significant potential in improving the quality of learning. Research conducted by (Jannah et al., 2024) The results of the study show that the use of scrapbook learning media in science learning in elementary schools can significantly improve student learning outcomes. This is because scrapbook media is designed to help students understand the material more effectively, interestingly, and more easily understand. Findings (Apsari et al., 2024) This is reinforced by the fact that the development of visually and contextually packaged scrapbook media has proven effective in improving the learning outcomes of elementary school students. Furthermore, scrapbook media also has the potential to be applied in learning practical skills such as makrame artworks, because it is able to present the steps of making works in a systematic, visual, and gradual manner, making it easier for students to understand the techniques, processes, and concepts underlying work activities. The results of the research that has been carried out by (Karomah et al., 2024), it can be concluded that the development of scrapbook learning media on Indonesian Cultural materials is declared valid and feasible to be used in the learning process. This is evidenced by the results of validation by media experts, material experts, and linguists, all of whom obtained valid categories.

This research has novelty compared to previous studies that generally examine the use of technology-based learning media at higher education levels such as junior high and high school with a focus on cognitive aspects. In contrast to the previous research, this study developed a scrapbook learning media that is specifically intended for elementary school grade V students and is focused on improving learning outcomes in practical skills, namely making makrame artworks. The media developed is adjusted to the characteristics of elementary school students and takes into account the condition of limited facilities and infrastructure, so that it remains easily accessible and used optimally. This scrapbook contains a guide to the steps to make makrame in a systematic, visual, and interactive manner so as to provide a more concrete, interesting, and meaningful learning experience. Thus, the novelty of this research lies in the integration of scrapbook media in the learning of hand skills in elementary schools that not only emphasizes material comprehension, but also improves practical learning outcomes and overall student motivation.

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Based on the previous presentation, the objectives of this research include: (1) designing and producing scrapbook learning media that is oriented towards improving the learning outcomes of grade V students on makrame artwork materials at SDN Jatibarang 03; (2) evaluate the feasibility of scrapbook learning media based on the results of validation of media experts, material experts, and linguists; and (3) testing the effectiveness of scrapbook learning media in improving student learning outcomes in learning makrame artworks in grade V of SDN Jatibarang 03.

RESEARCH METHODS

This research is a type of research and development (R&D) that aims to produce and test the feasibility of a product, namely a scrapbook learning medium on makrame artwork material in grade V of SDN Jatibarang 03. The approach used combines qualitative and quantitative methods to obtain comprehensive data at each stage of development, starting from needs analysis, design, development, to product testing. The use of this Research and Development (R&D) approach aims to produce products that are not only valid based on expert assessments, but also practical in the learning process and effective in improving student learning outcomes. (Sugiyono, 2023).

This research was carried out at SDN Jatibarang 03 which is located on Jl. Kaligetas RT.05/RW.04, Jatibarang Village, Mijen District, Semarang City, Central Java 50219. The research activity was carried out in the even semester of the 2025/2026 academic year. The subjects in this study are all class V students totaling 28 students. The selection of the class is based on the suitability of the makrame artwork material with the curriculum applicable in grade V and the need to improve student learning outcomes in learning art skills, so it is relevant to test the development and effectiveness of the applied scrapbook learning media.

The product development in this study uses the Borg and Gall model which has been adapted by (Sugiyono, 2023) as a procedural basis in the implementation of research and development (R&D). This model was chosen because it provides a continuous, systematic, and directed stages in producing quality educational products. In addition, the Borg and Gall model allows for gradual evaluation and improvement through the validation and trial process, so that the developed product is truly in accordance with the needs of users in the field. In general, this model consists of ten stages, namely identification of potentials and problems, data or information collection, product design, design validation, design revision, product trial,

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product revision, usage trial, final product refinement, and mass production. In its implementation, each of these stages can be adjusted to the conditions and needs of the research being conducted.

The data collection techniques in this study were carried out systematically through several instruments, namely interviews, observations, questionnaires, and tests. The interview was conducted to explore initial information about learning needs, problems faced in the classroom, and teachers' responses to the use of learning media in the teaching and learning process. Observation is used to examine the real conditions in the field, especially related to the availability of facilities and infrastructure that support the implementation of learning. Furthermore, the questionnaire was used to assess the level of feasibility of the developed media as well as identify the needs and perceptions of teachers and students towards learning media. The test is given in the form of a pretest and posttest to measure the improvement of learning outcomes of class V students quantitatively, so that changes in learning outcomes after the use of media can be analyzed objectively and measurably.

The feasibility of scrapbook learning media on makrame artwork material was assessed by experts using evaluation instruments prepared by researchers in accordance with learning media assessment indicators. The results of the assessment from the validators are then converted into a percentage with a value range of 0% to 100%. The percentage is then interpreted based on the category of eligibility level that has been determined, so that it can be determined whether the scrapbook media developed is included in the criteria of very feasible, feasible, sufficiently feasible, or not feasible to be used in the learning process (Sari et al., 2022).

Table 1. Category of Media and Material Expert Test Qualification

Percentage	Criteria
76-100%	Highly feasible
51-75%	Worthy
26-50%	Quite Decent
<25%	Less Worthy

The research data was analyzed by comparing the pretest and posttest scores of students using a two-average difference test (t-test). Because the data analyzed was paired, a **paired sample t-test was used**. Decision-making is based on a significance value (p-value), where a value of less than 0.05 indicates a significant difference. In addition, the level of improvement in student learning outcomes is also calculated using the Normalized Gain (N-gain) formula to determine the proportional amount of improvement after the application of learning media.

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Table 2. Determination of the Achievement Level

N-Gain Value	Remarks
$0.70 \leq g \leq 100$	Height
$0.30 \leq g < 0.70$	Medium
$0.00 < g < 0.30$	Low
$g = 0.00$	There is no improvement
$-1.00 \leq g < 0.00$ T	There is a decline

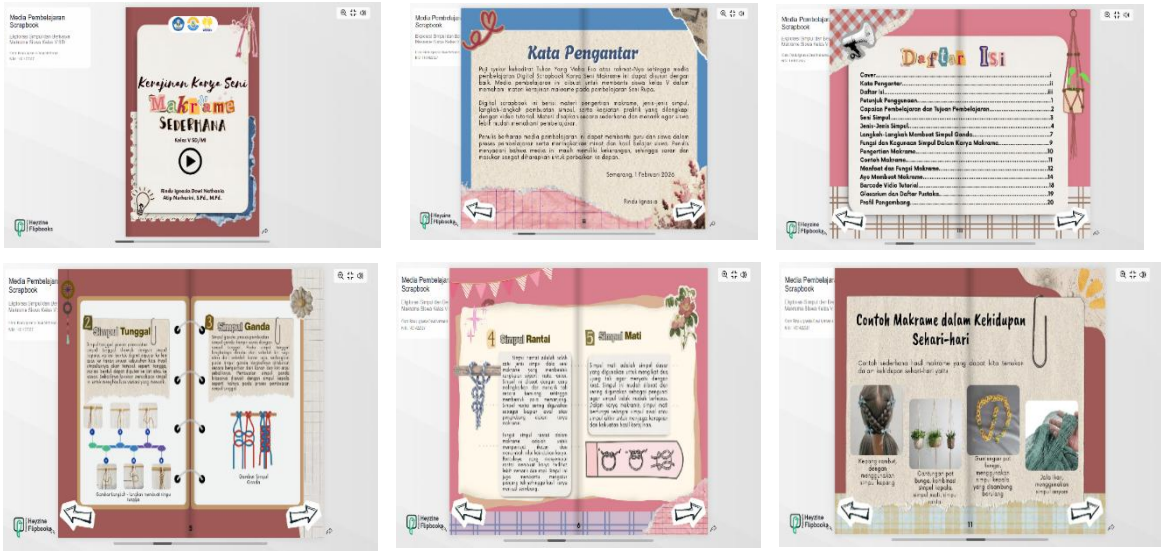
RESULTS OF RESEARCH AND DISCUSSION

Research Results

Design of the development of the Makrame Artwork Scrapbook

The product produced by the researcher is in the form of digital scrapbook learning media on makrame artwork material. This learning media can be accessed by students through Android-based mobile phones and laptops, making it easier for students to access learning materials anytime and anywhere. The development of digital scrapbook learning media aims to provide innovation in art learning and enhance the student learning experience through interesting, interactive, and contextual media. This digital scrapbook learning media contains Arts, Culture and Crafts (SBdP) material, especially in makrame work material which includes the definition of makrame, types of knots (head knot, single knot, double knot, chain knot, and dead knot), steps to make knots, functions and uses of knot in makrame works, and practical activities for making makrame works.

Table 3. Product Design

Design


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Remarks
The material is presented systematically and equipped with pictures, attractive colors, and barcode video tutorials to help students understand the process of making makrame more clearly. https://heyzine.com/flip-book/2f4c97b6cc.html

Media Feasibility Test for Scrapbook Makrame Artwork

The results of the feasibility assessment are used as a basis for determining the level of appropriateness of the learning media that has been developed by referring to the evaluation criteria that have been set previously. The following are the results of validation carried out by material experts and media experts on scrapbook learning media on makrame artwork materials.

Table 4. Results of Qualification of Material Experts and Media Members

Validator	Introduce yourself	Criteria
Material Validator	95%	Highly Worth It
Validator Media	97,5%	Highly Worth It

Based on the results of the evaluation from material experts and media experts, the scrapbook learning media developed was declared to have met the eligibility criteria so that it could be continued to the trial stage. The assessment from the material expert obtained a percentage of 95%, which shows that the content of the material is in line with the curriculum, learning objectives, and characteristics of the students. Meanwhile, media experts gave an assessment of 97.5% which reflects the quality of the design, visual appearance, and technical aspects of the media that have been optimally designed.

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Table 5. Results of Calculation of Student Score T Test

Groups	Number of Students	Average Prestest	Posttest Average	t count	t table	Significance
Large-scale	28	65,9	88,2	12,695	2,052	.000
Small scale	6	69,1	90,8	20,555	2,571	.000

The table presents the results of the comparison test of pretest and posttest scores in two research groups, namely the large-scale group of 28 students and the small-scale group of 6 students. In the large-scale group, the average score increased from 65.9 at the pretest to 88.2 at the posttest, with a calculated t value of 12.695 which was much larger than the table t (2.052) and a significance level of 0.000. This shows that there is a statistically significant improvement in the group. Meanwhile, in the small-scale group, there was an average increase from 69.1 to 90.8, with a t count of 20.555 which also exceeded the t table (2.571) and a significance of 0.000, which means the increase was also statistically significant. Thus, it can be concluded that both large-scale and small-scale treatment has a significant effect on improving student learning outcomes.

Table 6. *N-Gain Test Pretest* and *Small Group* Posttest

Measured aspects	Results	Categories
Small-Scale Average N-Gain	0,72	Height
Large-Scale Average N-Gain	0,64	Medium

Based on the table, it can be seen that the average value of N-Gain for the small-scale group is 0.72, while for the large-scale group is 0.64. Both values are in the "High" category for Small-Scale N-Gain which is 72% and "Medium" for Large-Scale N-Gain which is 64%. This shows that despite the difference in the number of samples, an increase in learning outcomes occurred in its implementation. Treatment on a small scale and a large scale provides a significant increase in understanding, but has not yet reached the high category.

Discussion

This study uses the Research and Development (R&D) method with reference to the model proposed by Walter R. Borg and Meredith D. Gall, which has been adapted by Sugiyono (2023) as a development procedure. The model is applied through systematic and gradual stages, starting from identification of potentials and problems, data collection, product design, design validation, product revision, to field trials and final product improvements.

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The initial stage begins with the identification of potentials and problems through observation, interviews, and document studies of learning outcomes of grade V students of SDN Jatibarang 03 in the subject of Cultural Arts, which shows that there are still low learning outcomes in makrame artwork materials due to the use of conventional media. Furthermore, data collection was carried out through questionnaires, interviews, and documentation to analyze the needs of teachers and students for more innovative learning media. Based on these findings, the researcher designed a product design in the form of scrapbook learning media that was tailored to the learning outcomes, learning goals, and cognitive characteristics of elementary school students. The initial product is then validated by material experts and media experts to assess aspects of content, language, appearance, and technical feasibility, then revised according to the validator's suggestions until it is declared feasible for testing.

The media feasibility assessment was carried out by a media expert, namely Basuki Sulistio, S.Pd., M.Pd., as a lecturer at the Department of Educational Technology, Semarang State University, to assess the appearance, design, and technical aspects of the media that had been developed. Based on the validation results, the scrapbook learning media obtained a feasibility percentage of 97.5% with a very feasible category. Meanwhile, the material validation was carried out by Ika Ratnaningrum, S.Pd., M.Pd., a lecturer in the Department of Elementary School Teacher Education, Semarang State University. The results of the assessment from the subject matter expert showed a percentage of 95% with the category of very feasible, which indicates that the content of the material is in accordance with the curriculum, learning objectives, and characteristics of grade V elementary school students.

The next stage is a small-scale product trial to a number of students to find out the understanding of the material, user response, and the initial effectiveness of the media. The results of the trial became the basis for further revisions before the large-scale trial of use was carried out on all 28 students of class V. At this stage, the effectiveness of the media is measured through a comparison of pretest and posttest results to determine the improvement in student learning outcomes after using scrapbook media. After going through a thorough evaluation process, the final product was produced in the form of an improved scrapbook learning media. If the media is proven to meet the aspects of quality, ease of use, and usefulness in learning, then the product has the potential to be produced more widely through collaboration with schools and related agencies to support the implementation of makrame art learning more optimally.

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Based on an empirical and systematic analysis of the application of learning methods through the media of scrapbook based on makrame artworks in two groups with different sample numbers, this study proves a statistically significant increase in learning outcomes. The large-scale group (n=28) that used the makrame scrapbook media increased from 65.9 to 88.2 (tcal 12.695 > ttable 2.052, p=0.000), while the small-scale group (n=6) increased from 69.1 to 90.8 (tcal 20.555 > ttable 2.571, p=0.000). To measure the effectiveness of increasing students' understanding of the art of makrame documented in the scrapbook, an N-Gain calculation was carried out which resulted in an average value of 0.64 (medium category) on a large scale and 0.60 (medium category) on a small scale. The results of the analysis confirmed that changes in student learning outcomes occurred as a result of the use of scrapbook learning media, not due to mere chance factors. Statistically, the effectiveness of scrapbook media in improving the learning outcomes of makrame artworks in grade V students has been proven to be significant. The media developed is worth considering to be applied in a wider range to support the improvement of the quality of art learning in elementary schools.

Several previous studies have examined the effectiveness of scrapbook media in improving student learning outcomes in elementary school with a variety of different approaches and material focuses. Research conducted by (Fithriyah & Viyanti, 2023) The design of one group pre-test post-test in third grade students of SDN Deket Kulon Lamongan proved that scrapbook media had a significant effect on thematic learning outcomes, which was shown by a significance value of 0.000 < 0.05 in the paired sample t-test test and an increase in the average post-test score of 16.9 from a pre-test score of 67.8 to 84.7. In line with these findings, the research (Ayuning et al., 2024) The pre-experimental design approach revealed that the use of scrapbook media not only improved the learning outcomes of speaking skills with an average post-test score of 86.37 much higher than the pre-test of 47.16, but also increased student activity from 5.68% (not active enough) to 95% (very active), with the results of the hypothesis test showing a tcount of 11.33 > t table 1.695. Research (Pulungan et al., 2024) with the ADDIE development model in grade III students of SD Negeri 05 Indralaya for Indonesian language material strengthens the previous findings with the validation results of 96.42% (very valid), 90.6% (very valid) media experts, as well as 100% teacher responses and 88.88% student responses in small group trials and 84.44% in large groups which are all in the very good category. Furthermore, the development research by (Yuniarizki &

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Prasetyaningtyas, 2025) with the Borg and Gall model in grade IV students of SDN Bumiayu 01 Pati Regency proving the validity of scrapbook media with a percentage of 84% from media experts and 93% from material experts, as well as its effectiveness in improving IPAS learning outcomes as shown through the paired sample t-test with a significance value of 0.00 < 0.05 and an increase in the average score from 50.8 to 80.5 with the N-Gain category of 0.6291 (medium). Thus, the consistency of the findings of the four studies conclusively confirms that scrapbook media is not just an alternative to learning, but a pedagogical innovation that is empirically proven to be able to answer learning challenges in elementary schools, especially in overcoming student saturation, increasing active participation, and encouraging the achievement of optimal learning outcomes.

CONCLUSIONS

This study concludes that the scrapbook learning media developed for makrame artwork material in grade V of SDN Jatibarang 03 has been proven to be valid, feasible, and effective in the learning process. The validity of the media is shown through the results of the assessment of material experts and media experts who are in the category of very feasible, so that in terms of content, design, and technicality, it has met the criteria for the development of learning media. In addition, the results of the trial showed a significant increase in student learning outcomes after the use of media, which indicates that scrapbooks are able to help students understand the steps to make makrame in a more systematic, visual, and concrete way. Thus, scrapbook learning media not only supports the achievement of learning goals, but also contributes to improving the quality of art learning in elementary schools and has the potential to be implemented more widely.

RECOMMENDATIONS

Research can be extended to other art skills materials or to different grade levels to test the consistency of media effectiveness in more diverse contexts. Third, follow-up research is recommended using experimental designs involving control groups so that the comparison of media effectiveness can be analyzed more comprehensively. Fourth, other aspects such as students' learning motivation, creativity, or critical thinking skills can also be used as research variables to enrich the study of the impact of the use of scrapbook media in learning. Thus, the development of scrapbook learning media can continue to be refined and make a broader contribution to improving the quality of education in elementary schools.

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