

CHAPTER I

INTRODUCTION

A. Background of The Research

A number of educational reforms are now being implemented by the Indonesian government in order to enhance the standard of education that is provided in the country. The implementation of a curriculum is essential in order to enhance the standard of education. Indonesia requires educational programs that can effectively create and oversee innovative learning processes in order to attain the best possible learning outcomes and cultivate skills that consistently align with the evolving demands and fluctuations of a dynamic world.¹

Each and every educational establishment considers the curriculum to be an essential component. A document that contains a variety of components, including thoughts about education, the objectives that are to be achieved by the curriculum, the content that is designed and should be mastered by the learners, a process that is designed to control the content, evaluation that is designed to determine the ability stated in objectives, and other components, it is possible for the curriculum to take the form of a

¹Yuni Putri Utami and Budyi Suswanto, "The Educational Curriculum Reform in Indonesia: Supporting 'Independent Learning Independent Campus (MBKM)'" , in *Web of Conferences*, 149, (EDP Sciences, 2022), 1.

document. It seems clear that the curriculum plays a significant part in determining the level of success that an educational system offers. In the absence of a curriculum that is acceptable and appropriate, it will be challenging to accomplish the aims and objectives that are desired about education.

Talking about the curriculum, Indonesia has been implementing namely “Merdeka Kurikulum” or Independent Curriculum. This is not only a philosophical name, but also there is the objective which Indonesian education should initiate a novel and transformative breakthrough. The Indonesian education system must go through the quality enhancement to meet the demands and requirements of the present era. This aligns with the future demands of education, which necessitates an openness to change. It is imperative for every teacher to engage in continuous learning and stay updated with the latest educational trends in order to enhance the development of students' character. Furthermore, education currently and in the future must serve as the solution to challenges pertaining to the economic, social, cultural, and moral aspects of the Indonesian country.²

In line with the previous discussion, in teaching English especially, it also needs to get attention to start emerging the use of the Independent

² Fika Damayanti et al., “The Problem of Education in Indonesia Is the Independent Curriculum the Solution”, *Cendikia: Media Jurnal Ilmiah Pendidikan*, Vol. 15, No. 5, (January, 2023).

curriculum concept. In the instruction book of learning objectives Independent Curriculum for English subject it is mentioned that Genre based approach is the methodology that is utilized in the process of teaching English to the general public. This means that the teaching method focuses on teaching in a variety of modes, including written, oral, visual, audio, and multimodal instruction.

This statement is in accordance with the assertion made by Halliday and Mathiesen, which states that "When people speak or write, they produce text, and text is what listeners and readers engage with and interpret." There are eight steps in the approach that is based on text, and the fourth steps in this case is carried out in the context of a discussion concerning the same topic.

The first step is building knowledge of the field (BKOF) is for the teacher to develop the knowledge or the background knowledge of the students regarding the topic that will be written or discussed. At this time, the teacher is also responsible for developing the concept of the day-to day life based on the text that is being taught. Second, Modelling of the Text (MOT): The instructor provides clients with a model or example of the text as a means of assisting them in the process of generating income, whether it be in the form of a written or oral presentation. The third, The Joint Construction of the Text (JCOT): The instructor is responsible for assisting

the students in constructing the text in a cooperative manner. Fourth, the Independent Construction of the Text (ICOT) refers to the process by which the editor creates the text and the writing in a more independent manner.

To realize those model, The ministry of Education, Culture, Research and Technology has been integrating the teacher to share the lesson plan thorough the platfrom called as Platform Merdeka Mengajar (PMM). Through this platform, teachers have the opportunity to access various learning resources, participate in professional training, and be part of a supportive teacher community. The presence of these resources is crucial in assisting teachers to continually develop and update their teaching methods, enabling them to provide lesson materials in a more effective and engaging manner for students.³

The writer sees still so many inappropriate criteria from the website of Platform Merdeka Mengajar (PMM) which it is provided so many lesson plan shared between teachers. This can be seen from the format being used and also the procedural given from the lesson plan made by teachers in that platform. In this specific thing is, in procedure text for example, in some cases many teachers still create a lesson plan which is uncontextual to the student. This is what the writer want to get it right in line with the concept of

³ Muhammad Nur Hakim and Achmad Anwar Abidin, "Platform Merdeka Mengajar: Integrasi Teknologi Dalam Pendidikan Vokasi Dan Pengembangan Guru", *Kharisma: Jurnal Administrasi dan Manajemen Pendidikan*, Vol. 3, No. 1, (March, 2024), 67.

Independent curriculum. The Independent curriculum is a curriculum that refers to the talent and interest approach.⁴

In this technological era, mostly student bring their mobile to the school. So the teacher must see this as the interest and start to make a lesson plan based on their interest and learning style. In curriculum development, incorporating various learning styles is crucial to address the diverse needs of students. These styles include visual, using images, diagrams, and spatial understanding; auditory, incorporating listening and verbal instructions; reading/writing, engaging through text-based input and output; and kinesthetic, involving physical activities and hands-on learning. By integrating these styles, educators can enhance comprehension, retention, and engagement, ensuring that each student can learn effectively in a way that suits their preferences.

Through the use of a "one style fits all" approach, which means that all students are exposed to the same learning techniques, instruction has traditionally been carried out in this manner. This mode of education does not take into consideration the various preferences and approaches to learning that students may have of their own. At this time, the development of technologies has made it possible to accommodate and support personalized

⁴ Enjel Hehakaya and Delvyn Pollatu, "Problematika Guru Dalam Mengimplementasikan Kurikulum Merdeka", *Open Journal System*, Vol. 3, No. 2, (March, 2022), 396.

learning, which is a form of education in which instruction is tailored to the specific requirements and preferences of each individual learner.

Technology helps students study more easily, but teacher should think of it as a tool to learning. as earlier research related to technology in Tarihoran's article mentioned that When compared to more traditional methods of writing, such as handwriting, the use of word processors in computer-assisted language learning (CALL) is becoming increasingly common, and this may have certain advantages. Aside from the fact that they simplify the process of making adjustments, word processors may also produce intelligible messages in a short amount of time while also providing further support. An example of this would be enhancing the reading and writing abilities of individuals who are less financially secure.⁶

For instance, certain students in schools encounter challenges when attempting to compose the initial sentence while writing an such a simple text such as ; procedure text, descriptive text, narrative text, or other texts taught in school. Most of the student may encounter difficulty when initiating their writing process by selecting their first idea or topic. The students are uncertain about whether to place the first statement in the initial

⁵ Hassan A El-Sabagh, "Adaptive E-Learning Environment Based on Learning Styles and Its Impact on Development Students' Engagement", *International Journal of Educational Technology in Higher Education*, Vol. 18, No. 1, (October, 2021), 53.

⁶ Nafan Tarihoran et al., "CALLing the Process of Writing": Facebook as Language Support Learning Tool in Enhancing the EFL Learners' Online Writing Performance", *Journal of Language and Linguistic Studies*, 18, (2022), 2.

or concluding sentence of the paragraph.

Furthermore, they are confused about achieving coherence between successive paragraphs. In this context, technology could be integrated teach vocabulary, including through the use of mobile devices or applications. These items also encourage students to learn outside of the classroom.⁷

Based on this background, researcher was inspired by a game on the Playstore called Cooking Mama. As what have been observed by the researcher, this game is assumed very contextual to what students are currently interest to. Games are of course something close to them, even at a glance we can conclude from the many gamer phenomena that are now emerging so much. Cooking mama itself is a cooking game that provides opportunities for players to be able to play based on the tutorial or instructions that have been provided. These instructions are based on an order that the player must cook. Seeing this, the Researcher felt very interested in developing a lesson plan regarding text procedures related to the Cooking Mama game. Seeing procedure text itself is text that is specifically related to instructions or tutorials about using something.

⁷ Lam Kieu Van et al., "The Effectiveness of Using Technology in Learning English," *Asia Call Online Journal*, Vol. 12, No. 2, (February, 2021), 24.

B. Identification of The Problem

Based on the background problem above, the problems can be identified are below :

1. Students' learning style is assumed uncontextual yet to the material today
2. Student got used to play mobile phone in today's era.
3. Teacher does not do diagnostic test before conducting the teaching and learning process.

C. Questions of The Research

There are some points could be taken to bring the question of the research based on what is identified above :

1. How to use the Cooking Mama games in teaching procedure text ?
2. How is the student's responses after the teacher used a Cooking mama game lesson to teach Procedure text ?
3. How is the students' learning style in writing procedure text based on Cooking Mama game ?

D. Limitation of The Research

Based on what has been explained above regarding to the background and problems, researchers will focus on how to analyse students' learning style to teach writing procedure text in junior high school. It will discover some related things on analysing students' learning style in Independent curriculum perspective. On this case, the lesson plan will be developed from the common version and modified into contextual by bringing the context of Cooking Mama game.

E. Objectivity of The Research

This study will formulate from the question of the research into objectivity as below :

1. To comprehend how to conduct a differentiate learning procedure text inspired by Cooking Mama game
2. To comprehend how the teacher implement the Cooking mama game into classroom setting
3. To comprehend the student responses after the teacher use a Cooking Mama game to learn procedure text

F. Significancy of The Research

This research is significant in at least three ways. Firstly, in terms of the theoretical component, it is expected that the research findings will offer comprehensive insights from diverse theoretical aspects associated with the theories under investigation. In terms of application, it is then planned that the findings of this study will serve as a general study for educators, enabling them to comprehend Creating lesson plan Innovatively. Lastly, it is hoped that this research can serve as a discourse to establish a standard for decision-making in the field of education when it comes to policy making.

G. Previous Research

Some of the previous research of the same criteria as what the researcher would like to do are :

Sarudin, The Use of Video to Enhance Students' Writing Ability of Procedure Text. The aim of this study was to get empirical data on the efficacy of utilising video in enhancing students' proficiency in writing procedural text. When teaching and learning writing, particularly procedure text, students may encounter challenges, such as struggling to select appropriate terminology and syntax. The study included a total sample of 50 students from PKBM Edukasi Jakarta. The students were selected using purposive sampling technique and were divided into two classes: experimental and controlled class. The research employed a quantitative

methodology.

The study design employed a quasi-experimental approach, with the research instrument being a test. The data from both pre-test and post-test scores were analysed using a t-test conducted in SPSS 21. The mean score of the students in the post-test of the experimental class is 78.24, which surpasses the average score of the students as evidence of this. The score on the post-test in a controlled class is 70.56. This is further corroborated by statistical computations, which reveal that the Sig. (2-tailed), (p) value is 0.000 and the alpha (α) value is 0.05. Consequently, when $p < \alpha$, it indicates the rejection of the null hypothesis (H_0) and the acceptance of the alternative hypothesis (H_a). Furthermore, the score derived from the effect size is 0.72. This demonstrates that the use of video has a moderate impact on students' proficiency in composing procedural texts. The utilisation of video by PKBM Edukasi Jakarta eleventh grade students has proven to be an excellent method for enhancing their proficiency in composing procedural texts, as demonstrated by the notable increase in writing scores among the participating experimental classes.

The utilisation of video has a discernible impact on the procedural writing skills of eleventh-grade students at PKBM Edukasi Jakarta.⁸

⁸ Sarudin, "*The Use of Video to Enhance Students' Writing Ability of Procedural Text*" (Thesis of Magister Program, State Islamic University Syarif Hidayatullah Jakarta, 2021), 35.

Research number two, done by Andy Husni A. Zainuddin, on his research, Teaching Writing Through Do It Yourself Video has been found Writing feature which are necessary in order to help the readers to understand the intended meaning were inadequately used. For example, the relationships of elements within and across the sentences were not effectively explained.⁶⁸ In the problem of inexplicitness or fuzziness may be happen because unfavorable teaching and a poor learning environment or from the poor social background of the students themselves. If there are good language teachers with relevant resource materials and the students are willing to learn the skills of writing, such writing problems may be reduced to a great extent.⁹

H. Novelty Of The Research

From the previous research mentioned above. First, it can be concluded that this research has the foundation to conduct in the educational setting. The first research was revealing that the procedure text can be taught by using the video media. It gives significant impact. What makes it different with the Writer going to do is about creating the learning media from a game that fit the needs in today's era. On this research it will be discovering on how the learning style is inspired by a game called as Cooking Mama game.

⁹ Andi A Husni Zainuddin, *"Teaching Writing Procedure Text Through Do It Yourself (DIY) Video at The Second Semester of The English Language Education Study Program IAIN Palop"* (Magister's Thesis, IAIN Palopo, 2022), 50.

As well as the second one, it is mentioned that the students are willing to do the task if the is relevant to them. This what makes this research assumed as one of the research providing the same criteria as the initial goal is to identify a contextual learning strategy for the students' today. since they have extensive knowledge of technology and devices. Analysing a students' needs thus requires doing this. Education that is applicable to their everyday lives must be given to them. This makes the concept of using a game to create a learning experience highly innovative.

Furthermore, this probably gives of great assistance to educators in developing their creative teaching skills and producing learning experiences, particularly in Indonesia where they are currently being taught.