



# Live Worksheets Media to Improve Exploration of Dance Movements of Grade II Elementary School Students

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## ABSTRAK

Salah satu aspek penting dari pendidikan seni tari adalah eksplorasi gerak tari, yang tidak hanya membangun keterampilan motorik, tetapi juga memberikan platform untuk mengembangkan identitas dan ekspresi emosional siswa. Tujuan penelitian ini adalah mengembangkan E-LKPD berbasis Liveworksheets untuk meningkatkan eksplorasi gerak tari siswa. Subjek penelitian ini yaitu ahli materi, ahli media, guru kelas II, dan siswa kelas II sebanyak 25 siswa. Jenis penelitian ini adalah *Research and Development (RnD)* dengan menggunakan model ADDIE. Metode pengumpulan data penelitian ini yaitu observasi, wawancara, kuesioner/angket, dokumentasi, dan tes. Teknik analisis data yaitu analisis deskriptif kualitatif dan kuantitatif. Data kuantitatif dapat berupa peningkatan rata-rata hasil belajar eksplorasi gerak tari dapat dihitung menggunakan Uji N-Gain. Hasil penelitian yaitu uji validasi oleh ahli bahan ajar sebesar 95% dengan kriteria sangat layak, uji validasi ahli media mendapat nilai 97% dengan kriteria sangat layak. Hasil uji N-gain menunjukkan nilai 0,7 berarti memiliki kriteria tinggi. Bahan ajar E-LKPD berbasis Liveworksheets layak dan efektif untuk meningkatkan eksplorasi gerak siswa kelas II SD. Bahan ajar E-LKPD fleksibel dan efisien untuk digunakan.

## ABSTRACT

One important aspect of dance education is the exploration of dance movement, which not only builds motor skills but also provides a platform for developing students' identity and emotional expression. This research aims to develop E-LKPD based on Live worksheets to increase students' exploration of dance movements. The subjects of this research were material experts, media experts, class II teachers, and 25 class II students. This type of research is *Research and Development (RnD)* using the ADDIE model. The data collection methods for this research are observation, interviews, questionnaires, documentation, and tests. The data analysis technique is qualitative and quantitative descriptive analysis. Quantitative data can be in the form of an increase in the average learning outcomes of dance movement exploration which can be calculated using the N-Gain Test. The research results were that the validation test by teaching materials experts was 95% with very feasible criteria, and the validation test by media experts received a score of 97% with very feasible criteria. The N-gain test results show a value of 0.7, meaning it has high criteria. Live worksheets-based E-LKPD teaching materials are feasible and effective for increasing movement exploration for second-grade elementary school students. E-LKPD teaching materials are flexible and efficient to use.

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## 1. INTRODUCTION

The role of dance in the educational process becomes the substance of dance as an educational instrument, especially in the current era of globalization. Education is one of the basic needs in human life who think how to live a life of knowledge and responsibly following the development of this era. Education is also one of the facilities in building a civilization based on the cultural values of the Indonesian nation (Safitri et al., 2022; Yuliamanesti et al., 2022). Dance education in elementary schools plays a crucial role in shaping the creativity and self-expression of students. One important aspect of dance education is the exploration of dance movements, which not only builds motor skills, but also provides a platform for the development of learners' identity and emotional expression. Dancing ability, which is an aspect of both formal and non-formal educational outcomes, involves the body's proficiency in movement, associated with psychomotor exercises to explore and develop exploratory abilities of gestures (Kusumawardhani, 2019; Yuliamanesti et al., 2022). However, there are often challenges in providing students with a fun and interactive learning experience, especially at the grade II elementary level. Along with the development of technology, the use of digital aids in learning is considered an effective solution to improve the quality of art learning, including dance movements, at this level.

Technology integration is a must in today's digital era to improve the quality of learning in the classroom. One promising innovation is the use of e-LKPD (Student Worksheets) based on Liveworksheets, an interactive platform that offers a dynamic learning experience. Liveworksheets is an application that can make Student Worksheets and materials interactive online. To add to the attractiveness of Student Worksheets created in Liveworksheets we can display images, videos, audio, and other media. Web applications such as Liveworksheets are internet programs that make it easier for educators and students to access information related to learning

resources in schools (Anggraini & Apfani, 2023; Kamila & Erita, 2023). The use of Liveworksheets as a basis can support the development of E-Assessment Worksheets (E-LKPD) that can be accessed online by students. LKPD as a sheet-based teaching material, covering theoretical and practical aspects in accordance with the learning objectives that must be achieved by students. Its excellence helps teachers in organizing creative learning and increasing the interest of students to actively participate (Febryanti & Rusmini, 2022; Prasetyaningtyas et al., 2023). The application of this technology is expected to enrich the learning experience of grade II students in exploring dance movements through a more fun and interactive approach. The advantage of this Liveworksheets-based E-LKPD compared to other E-LKPD is that it is easy to access without having to install and register the application first. In addition, this platform can also display videos on worksheets and the display can be made more attractive so that students will be more interested in the material taught

Exploration of dance movements at the grade II level is important because it is a critical development phase in the formation of a basic understanding of dance, where the main method is through a student-centered approach as individuals with spontaneous abilities for self-discovery. In the exploration of motion, imagination is needed that is interpreted through sight, hearing, and touch and if it is associated with problems in the student environment, it will help students to perceive and imagine through sight, hearing, then expressing feelings with motion (Pratiwi et al., 2022; Wahyudi & Sari, 2021). By utilizing E-LKPD based on Liveworksheets, it is hoped that students can be more actively involved in learning, increase the grasp of dance movement concepts, and motivate them to be more in-depth in exploring this aspect of art.

The use of technology in dance learning not only helps teachers monitor each student's progress more effectively, provide faster feedback, and create a learning environment that is responsive to students' individual needs, but also increases student engagement through innovative approaches that offer a more dynamic and interactive learning experience (Fitriyaha & Wardani, 2022; Kusumawardhani, 2019). Until now, no research has been conducted on the development of Liveworksheets-based E-LKPD for simple dance movement material for grade II elementary school. The novelty of this study focusses on approach in E-LKPD based on Liveworksheets simple dance movement material, students can learn contextually, meaningfully, and fun. In addition, E-LKPD can adjust students' learning styles and students have the opportunity to get feedback quickly. Thus, the development of Liveworksheets-based E-LKPD is expected to be an innovative step in improving the exploration of dance movements of grade II elementary school students, creating a more interesting learning experience, and supporting the achievement of dance learning goals in the independent curriculum in elementary schools. Based on this, the purpose of this study is to develop Liveworksheets-based E-LKPD on simple dance movement material in grade II elementary school dance subjects and determine its effect on student dance learning outcomes.

## 2. METHOD

This research method is Research and Development (RnD) development research. This research aims to develop a learning product that can improve the quality of learning and can even improve the quality of education. The product here in question is E-LKPD-based LiveWorksheets In learning dance, simple dance movement material. The procedure used in the study refers to the ADDIE model which consists of five steps, namely: analysis, design, development, implementation, evaluation (Fudholi et al., 2020).

This research was conducted at SDN Kalisegoro Semarang. The subjects of this study were 1 material expert, 1 media expert, grade II teacher, and grade II students of SDN Kalisegoro Semarang as many as 6 students as a small group trial and as many as 19 students as a large group trial. The data collection methods of this study are observation, interviews, questionnaires/questionnaires, documentation, and tests. Observation and interview methods are carried out to find out the problems that occur in the field. The questionnaire/questionnaire method is used to determine the validity of the product. The test method was used to measure the effectiveness of Liveworksheets-based E-LKPD on students' exploration of dance movements. The instruments used in collecting data are questionnaires and test questions. The instrument grid is presented in Table 1 and Table 2.

**Table 1. Material Expert Instrument Grid**

No	Aspects	Indicators
1	Material Suitability	<ol style="list-style-type: none"> <li>1. Material according to KD and indicators</li> <li>2. The material is in accordance with the learning objectives</li> <li>3. Material according to student ability</li> <li>4. Video twitching</li> <li>5. Accuracy of concepts and definitions</li> </ol>
2	Serving	<ol style="list-style-type: none"> <li>1. Presentation of the concept</li> <li>2. Problems according to bloom's taxonomy</li> <li>3. Image suitability</li> <li>4. Video suitability</li> </ol>

No	Aspects	Indicators
3	Language	<ol style="list-style-type: none"> <li>1. Accuracy of sentence structure</li> <li>2. Sentence effectiveness</li> <li>3. Standardity of terms</li> </ol>

**Table 2.** Teaching Material Expert Instrument Grid

No	Aspects	Indicators
1	Suitability of Teaching Materials	<ol style="list-style-type: none"> <li>1. Teaching Materials have KD and indicators</li> <li>2. Teaching materials motivate students</li> <li>3. Student independence</li> </ol>
2	Graphics	<ol style="list-style-type: none"> <li>1. Display size</li> <li>2. Size of E-LKPD</li> <li>3. Cover design</li> <li>4. Title color</li> <li>5. Text color</li> <li>6. Font font</li> <li>7. Consistent placement of layout elements</li> <li>8. Background color</li> <li>9. Image presentation</li> <li>10. Video serving</li> </ol>
3	Technical	<ol style="list-style-type: none"> <li>1. Effective and efficient</li> <li>2. Easy and simple operation</li> <li>3. Flexible</li> </ol>

Data analysis techniques are qualitative and quantitative descriptive analysis. Qualitative data in the form of suggestions or input provided by material experts, media experts, teachers, and students are analyzed descriptively and then concluded as input to improve the product developed. Quantitative data can be in the form of an average increase in learning outcomes of dance movement exploration can be calculated using the N-Gain Test. N-Gain test to calculate the difference between post-test and pre-test values, N-gain shows an increase in dance movement exploration learning outcomes after using LiveWorksheets-based E-LKPD to determine the effectiveness of certain treatments. The results of these calculations are then categorized in the criteria presented in Table 3.

**Table 3.** N-gain Index Interpretation

Gain Index	Criterion
$N\text{-gain} \geq 0.7$	Tall
$0.7 \leq N\text{-gain} < 0.3$	Keep
$N\text{-gain} < 0.3$	Low

### 3. RESULT AND DISCUSSION

#### Result

This study aims to develop teaching materials in the form of Liveworksheets-based E-LKPD to improve the exploration of dance movements of grade II elementary school students which refers to the ADDIE model which consists of five steps, namely analysis, design, develop, implementation, and evaluation. The first stage is analysis. Based on the results of observations and interviews that have been obtained when identifying problems, there are several problems found. The first problem is the lack of teaching materials used when learning dance. Teachers tend to use student books without using additional teaching materials that can arouse student learning motivation. The second problem is the lack of optimal grades of grade II students in learning dance. These two problems became the basis for researchers to conduct research as an effort to solve problems in grade II SDN Kalisegoro Semarang.

The second stage is design. At this stage, researchers collect various relevant sources such as learning outcomes, teaching modules, teacher books, student books, and sources from interners, especially journals, as references in making E-LKPD. In addition, researchers also held discussions with grade II teachers. After collecting references, researchers determine the form and components of E-LKPD starting from the title, introduction to E-LKPD, material content, evaluation to visual design. Researchers used the Canva app to create LKPD designs. Canva is an application that helps to design and publish online that can be used flexibly. Then after

the LKPD design in Canva is ready, it can be converted into an E-LKPD form on the Liveworksheets website to be given the required elements. The material in E-LKPD based on Liveworksheets is simple dance movements in Phase A with the learning objective that students are able to make simple dance movements by paying attention to the main elements of dance, on-site movements and moving movements. In this Liveworksheets-based E-LKPD, it uses Higher Order Thinking Skill (HOTS)-based questions in order to improve students' exploration of dance movements. At this design stage, researchers also prepare validation instruments for teaching material experts and media experts, and the responses of teachers and grade II students. Next, the third stage is the development stage. At this stage, researchers develop products in accordance with predetermined designs realized as E-LKPD teaching materials based on Liveworksheets. The results of the development of Liveworksheets-based E-LKPD teaching materials are presented in Figure 1.



Figure 1. Development of E-LKPD Based on Liveworksheets

Fourth is the implementation stage. The implementation stage is the stage where the product that has been developed can be assessed for feasibility in the learning process. At this stage, evaluation involves assessing the effectiveness of teaching materials using pretest and posttest. Testing is carried out before and after the application of teaching materials in learning, where students receive treatment using teaching materials that have been developed by researchers. Before the pretest and posttest, students undergo treatment using media that has been made by researchers. The validity of the product is tested and the product is tested using the dependent sample t test to evaluate the difference in results before and after the use of the media. The next step to assess the improvement in learning outcomes is analyzed through the difference in test scores, namely the difference between pretest and posttest with a maximum difference, and pretest as a result of the N-gain test.

Validation of products developed by researchers is carried out by teaching material experts and media experts who are experts in their fields. Not only that, validation was also obtained from grade II teachers of SDN Kalisegoro Semarang. The trial of Liveworksheets-based E-LKPD teaching material products was carried out by grade II students, by taking samples from small groups consisting of 6 students and large groups consisting of 19 students. The actual results are presented in Table 4 as a result of product validation, Table 5 as the result of the effectiveness t-test, and Table 6 as the result of the N-gain test.

Table 4. Product Validation Results

No	Test Subjects	Result	Information
1	Teaching Material Expert	95%	Very Worth It
2	Media Expert	97%	Very Worth It
3	Class Teacher	92%	Very Worth It
4	Small Group Test	93.7%	Very Worth It
5	Large Group Test	94%	Very Worth It

Table 5. Product Effectiveness Results

No	Test subjects	Pre-test	Post-test
1	Small Group Test	62.5	91.6
2	Large Group Test	64.6	92.1

Table 6. N-gain Test Results

	N	Minimum	Maximum	Mean	Std. Deviation
Ngain_Score	25	0.69	0.88	0.7780	0.06433
Ngain_Percent	25	68.75	87.50	77.7995	6.43349
Valid N (listwise)	25				

From the data analysis that has been done, it shows that the expert validation test of teaching materials gets a value of 95% with very feasible criteria. Based on the validation test, media experts scored 97% with very feasible criteria. Meanwhile, the results of the teacher response questionnaire received a score of 92% with very feasible criteria. The results of obtaining student response questionnaires on the small group test got a score of 93.7% and on the large group test got a score of 94%, both of which were very feasible criteria. The results of the N-gain test show a value of 0.7 means that it has high criteria. From the results of the data presented, it shows that Liveworksheets-based E-LKPD teaching materials are very feasible and effective to be used to improve the exploration of students' dance movements in grade II SDN Kalisegoro Semarang City. The fifth stage is evaluation. The evaluation stage is the final stage carried out by evaluating and improving the products that have been developed. Through evaluation activities, researchers can reveal the weaknesses and advantages of the product so that it can be used as a reference for conducting further research.

## Discussion

Based on the results of the analysis presented by the researcher, it shows that Liveworksheets-based E-LKPD teaching materials on simple dance movement material in grade II elementary school get very feasible qualifications and are effectively used when learning. This is due to several factors, the first of which is the use of the ADDIE model in product development where the model is easier to apply. The ADDIE model also has several stages of activities that can be used to design and develop an effective and efficient interactive learning (Bakhri, 2019; Rosmiati et al., 2023). Furthermore, the ADDIE method has structured and systematic steps to create ready-to-use learning tools (Arianty et al., 2021; Dewi & Agustika, 2022). The results of product tests carried out by material experts obtained that the content of the material contained in the E-LKPD is suitable for use. In the material expert assessment, there are several indicators, including the suitability between competence and material components contained in the E-LKPD. It gets decent marks by material experts. This reflects that the content of the material on E-LKPD must be in line with the competencies that have been set for the learning material, because it is a tool and student study guide so that it can support students in achieving these competencies (Dewi & Agustika, 2022; Rahayu et al., 2021). Even in a study, the use of interactive E-LKPD is considered more effective in use compared to printed LKPD (Prastika & Masniladevi, 2021; Sari & Silfianah, 2024).

Second, Liveworksheets-based E-LKPD teaching materials are suitable for use because they make it easier for students to learn. This development design is prepared based on the assessment of teacher and student needs through the use of questionnaires, so that the resulting products can be in accordance with expectations. The development of E-LKPD in this study has proven to be very supportive of the learning delivery process (Fauzi et al., 2021; Wahono et al., 2022). This finding is also in line with the results of previous study that show that the use of Liveworksheets-based E-LKPD can facilitate students in learning (Annida et al., 2022). In addition, the use of E-LKPD based on Liveworksheets can increase student interest in learning (Faridi, 2023; Suryaningsih & Nurlita, 2021). E-LKPD based on Liveworksheets is considered very feasible, because it has an attractive cover appearance, background selection according to the material, suitability of images and videos with the material, the right type and font color with combinations. Many features are contained in E-LKPD such as drag, drop, join arrows so that students do not get bored in learning (Faridi, 2023; Hidayat, 2023; Okrul et al., 2020). This can increase student enthusiasm by using E-LKPD-based Liveworksheets (Costadena & Suniasih, 2022; Novianti et al., 2022). The language used in E-LKPD must be communicative and in accordance with PUEBI (General Spelling Guidelines Indonesian), and delivered in easy-to-understand terms. This is so that E-LKPD can achieve the desired learning objectives (Okrul et al., 2020; Restianingrum & Isnawati, 2023). Liveworksheets-based E-LKPD is also considered an effective and efficient teaching material because it does not need to be printed with paper.

Third, the development of E-LKPD based on Liveworksheets is effective because it can improve student learning outcomes. Liveworksheets-based E-LKPD contains simple dance movement material in which there are questions that can stimulate the exploration of student movements through pictures and videos that are in accordance with the material. E-LKPD based Liveworksheets developed are given emphasis on exploratory approaches adapted to the kinesthetic development phase of students (Kusumawardhani, 2019; Yuliamanesti et al., 2022). The developed E-LKPD contains a series of basic activities that need to be carried out to arouse curiosity and maximize understanding in an effort to form basic abilities in accordance with the indicators of achievement of learning outcomes that must be achieved (Hendriani & Gusteti, 2021; Sabrini et al., 2022; Wahyuni et al., 2021). E-LKPD can be used as a guide for practicing cognitive development as well as a guide for all aspects of learning. Relevant previous research findings also mentioned that Liveworksheets-based E-LKPD can improve student learning outcomes (Annida et al., 2022; Indarti et al., 2022; Mahanani et al., 2023). E-LKPD based on valid valid worksheets effective for improving learning outcomes.

Overall, the E-LKPD developed can meet the needs of student development and is able to increase students' exploration of movements to create simple dance movements. The activities contained in E-LKPD provide learning opportunities and encourage students to create their own simple dance movements so that learning

becomes more meaningful for students. The implication of this research is the encouragement for teachers to innovate in developing a variety of learning tools that suit the needs, characteristics of students, and the times, and students can be motivated to learn dance using fun and meaningful worksheets. This research is limited to Liveworksheets-based E-LKPD on simple dance movement material for grade II elementary school students, so it is hoped that further research can be developed various teaching material products such as Liveworksheets-based LKPD on other materials so that the availability of teaching materials for elementary school students is more varied.

#### 4. CONCLUSION

Liveworksheets-based E-LKPD teaching materials developed using the ADDIE model received very decent qualifications from teaching material expert validators, material experts, teachers, and grade II students. The average value results after media use increased. It can be concluded that Liveworksheets-based E-LKPD teaching materials are effective for improving the exploration of movement of grade II elementary school students. E-LKPD teaching materials are flexible and efficient to use.

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