STRENGTHENING THE COMPETENCE OF FRENCH TEACHERS IN DEVELOPING DIGITAL-BASED TEACHING MATERIALS AT SMK NEGERI 1 BERASTAGI

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ABSTRAK

Sekolah sebagai lembaga pengembangan Sumber Daya Manusia dituntut untuk mampu menghasilkan output SDM yang berkualitas, maka penyelenggaraan pendidikan di sekolah harus punya orientasi pada kualitas. Lemahnya kompetensi guru Bahasa Perancis di SMK Negeri 1 Berastagi dalam mengelaborasi pengembangan bahan ajar dengan pemanfaatan aplikasi digital serta rendahnya minat belajar siswa dalam mengerjakan tugas-tugas terstruktur secara virtual di masa Pandemi Covid 19 menjadi hambatan dalam mencapai tujuan pembelajaran. Kegiatan Program Kemitraan Masyarakat (PkM) ini bertujuan memberikan penguatan kompetensi guru Bahasa Perancis dan pendampingan penyusunan bahan ajar berbasis digital untuk menciptakan suasana belajar yang bervariasi sebagai pemantik semangat siswa dalam mempelajari Bahasa Perancis serta memastikan penyelenggaraan proses belajar mengajar (PBM) secara daring dapat berjalan dengan maksimal. Kegiatan PkM penguatan kompetensi guru Bahasa Perancis dalam menyusun bahan ajar berbasis digital dimulai dengan melakukan pemetaan masalah melalui analisis situasi mitra, menentukan strategi pemecahan masalah dengan melakukan pendampingan penyusunan bahan ajar berbasis digital berbantuan *software* FLIPHTML5, serta monitoring dan evaluasi dari seluruh rangkaian pelaksanaan kegiatan. Kegiatan ini menghasilkan luaran berupa bahan ajar Bahasa Perancis untuk SMK berbasis digital yang memuat materi ajar yang disusun berdasarkan silabus mengacu kurikulum 2013 dan berisi konten pembelajaran berupa gambar, musik, video, serta soal latiahan interaktif yang dapat diakses dengan mudah oleh siswa.

ABSTRACT

Schools as human resource development institutions require producing quality human resources output, so the implementation of education in schools must have quality. The weak competence of French language teachers at SMK Negeri 1 Berastagi in elaborating the development of teaching materials by utilizing digital applications and the low interest in students' learning in doing structured tasks virtually during the Covid-19 pandemic are obstacles in achieving learning goals. This *Program Kemitraan Masyarakat* (PkM) activity aims to strengthen the competence of French language teachers and assist in the preparation of digital-based teaching materials to create a varied learning atmosphere as a trigger for students' enthusiasm in learning French and ensure that the online teaching and learning process (PBM) can run optimally. PkM activities to strengthen the competence of French teachers in compiling digital-based teaching materials begin by mapping problems through partner situation analysis, determining problem-solving strategies by assisting in the preparation of digital-based teaching materials assisted by FLIPHTML5 software, as well as monitoring and evaluation of the entire series of activities. This activity produces outputs in the form of French teaching materials for digital-based Vocational Schools that contain teaching materials that are arranged based on the syllabus referring to the 2013 curriculum and contain learning content in the form of pictures, music, videos, and interactive practice questions that can be easily accessed by students.

Keywords: Teaching materials, Digital

1. INTRODUCTION

SMK Negeri 1 Berastagi is one of the accredited B vocational high schools in Berastagi City. This school locates on Jl. SMIK No. 1 Berastagi, Raya Kec. Berastagi, Kab. Karo, North Sumatra. SMK Negeri 1 Berastagi has 69 teachers with 977 students. In learning French, there are four basic language skills that students must master, namely Compréhension Ecrite (reading), Compréhension Orale (listening), Expression Orale (speaking), and Expression Ecrite (writing). Based on the problem analysis mapping conducted by the PkM Team through interviews with the French Teacher at SMK Negeri 1 Berastagi, it found that:

1. Teaching materials used in the learning process are student books or teacher books;
2. Weak competence of teachers in elaborating the development of teaching materials using digital;
3. The teacher has never attended training on the development of digital teaching materials that support 21st-century learning during the Pandemic;
4. The low interest in students' learning in doing structured tasks because the teacher does not carry out a variety of digital-based tasks;

Whereas some of the factors that determine the success of the learning process include the teacher's strategy in teaching and the selection of teaching materials that are by the characteristics of students. Teaching materials also need to be designed that they can support the achievement of expected learning outcomes. In addition, teaching materials need to adapt to the needs of students and the demands of the applicable curriculum. With the rapid development of technology, especially in education, students and teachers are increasingly facilitated the procurement of learning materials and materials. Teaching materials can be integrated with Information and Communication Technology so that they can become digital-based teaching materials which are innovations in the world of education.

Therefore, it is necessary to assist in the preparation of digital-based teaching materials for French teachers at SMK Negeri 1 Berastagi so that they can strengthen the competence of teachers in teaching.

2. METHOD

The method of implementing this activity implemented through the stages of situation analysis, identification, determining strategy, mentoring, and evaluation. In addition, there are also approaches taken in the running of the mentoring process, including:

1. Conducting observations and interviews regarding the continuity of the French language learning process at partner locations;
2. Provide explanations to leaders and teachers regarding the importance of developing digital-based teaching materials;
3. Provide input on things that may need to be added or improved from the ongoing learning process at partner locations;
4. Explaining the systematic design of the development of teaching materials that will integrate using digital technology and the facilities offered;
5. Assisting partners in developing digital-based teaching materials as well as by providing training to support the implementation of the development of digital-based teaching materials properly;
6. Monitoring and evaluating the entire series of planned activities;
7. Produce digital-based French teaching materials at SMK Negeri 1 Berastagi.

3. RESULT AND DISCUSSION

The whole series of activities involves the PkM team and the participation of partners. The implementation series of activities describes as follows.

No	Activity	Target	Partner Involvement
1	Conducting discussions and openings about the development of teaching materials	Principals and teachers' understanding of the importance of developing FLIP HTML5 teaching materials	Provide a room and participate in events as well as exposure to the development of teaching materials that are currently walk
2	Conduct discussions on the development of digital-based teaching materials that will apply	Identify learning materials that will integrate with digital	Provide space and participate in activities
3	Experiment with digital-based teaching materials	Partner's response to digital-based teaching materials offered	Provide a place and provide feedback

No	Activity	Target	Partner Involvement
4	Making repairs and retrying	Partner's response to teaching materials is by the conditions and needs of partners?	Provide input and review results of teaching materials in FGD
5	Implementing and providing materials development training digital-based teaching	Finalizing the preparation of digital teaching materials by reducing malfunctions of media sourced from youtube and the word wall website	Provide internet network
6	Evaluation of digital-based teaching materials	Things that need to be improved or improved in the future	Provide a place and participate in activities

The results achieved in this Community Partnership Program are in the form of digital-based French language teaching materials. This teaching material is a digital book assisted by FLIPHTML5 software. The book contains Vocational High School Learning materials compiled based on the syllabus referring to the 2013 curriculum. The learning content is in the form of pictures, music, and learning videos that make it easier for students to understand the lesson and equipped with interactive practice questions that can access by students by simply typing. -Click the quiz box that has embedded in the digital book.

The following is a display of digital-based French textbooks at SMK Negeri 1 Berastagi.

Figure 1. Cover page

Figure 2. Display of Book Contents

Figure 3. Interactive Practice Questions

After the series of *Kemitraan Masyarakat* (PkM) activities carried an evaluation of the implementation of digital-based teaching materials carries out by distributing online questionnaires to teachers and students. In

general, partners satisfy the assistance in the preparation of digital-based teaching materials by the PkM team. This activity directly adds insight and competence to teachers in compiling their teaching materials. Students are easier to understand teaching materials and add to the learning experience through the FLIPHTML5 software that can be accessed for free and easily equipped with varied and interesting learning features.

4. CONCLUSION

Strengthen the competence of French teachers in compiling digital-based teaching materials at SMK Negeri 1 Berastagi has produced digital-based French textbooks assisted by the FLIPHTML5 website equipped with interesting learning materials and features that can access for free.

Monitoring and evaluation carried out in the implementation of PkM activities. In general, partners are satisfied with the assistance of digital-based teaching materials by the PkM team. This activity directly adds insight and competence to teachers in compiling their teaching materials by utilizing digital applications. Students are also helped more in understanding French teaching materials and increase their learning experience through the use of FLIPHTML5 software can be accessed for free and easily equipped with learning features and interesting interactive practice questions.

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