



## The Influence Of English Learning Animation Media On Second Grade Students At State Elementary School 122371 Pematang Siantar

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*Abstract*—This research is entitled "the influence of english learning animation media on second grade students at state elementary school 122371 Pematangsiantar". This research is motivated by the researcher's thinking that animation media is suitable for use by 2nd grade elementary school children. Children's interest in animation media lies in the audio-visuals displayed in animation media. This study aims to evaluate the effect of learning media on the English language skills of grade 2 elementary school students. With the development of technology and increasingly innovative teaching methods, learning media such as animated videos, interactive applications and educational games have been widely used in the language learning process. This study used a quantitative method with a quasi-experimental design, involving two groups of 2nd grade elementary school students as research samples. The experimental group was given English language learning using interactive media, while the control group was given conventional learning without additional media. The results showed that students who learned with the help of interactive media showed significant improvements in listening, speaking, reading and writing skills compared to the control group. These findings indicate that the use of interactive learning media can have a positive impact on English language learning at the primary education level. The implications of this research suggest that educators consider integrating learning media in the curriculum to increase teaching effectiveness and student learning motivation.

*Index Terms*—*Animation Media, audio-visuals, English Learning, educational games, Grade 2 Students, interactive learning, interactive applications,*

## **I. INTRODUCTION**

English language learning at the primary education level plays an important role in forming the basis of students' future language skills. At an early age, particularly in grade 2 of primary school, children are in a critical period of language development where they absorb new languages more easily. Traditional teaching methods that rely solely on textbooks and lectures are often less effective in attracting students' interest and attention at this age. Therefore, it is important to explore new approaches that are more engaging and interactive.

Interactive learning media, such as animated videos, educational apps and digital games, offer various advantages in the teaching and learning process. Not only do they provide interesting and easy-to-understand content, but they are also able to stimulate multiple senses, thus increasing student engagement and motivation. With the use of interactive media, children can learn through hands-on experiences that are fun and entertaining, making it easier for them to understand and remember the material being taught.

This study investigated the effect of interactive media on English language skills of grade 2 students. The main focus of this research is to see how the media can affect children's listening, speaking, reading and writing skills. This research is expected to provide new insights for educators and policy makers in developing more effective and fun learning strategies for students.

## **II. METHOD**

The method of research activities with the title "The Effect of English Learning Animation Media on Grade 2 Children of Sd Negeri 122371 Pematang Siantar" is carried out in the form of learning English by utilizing animated learning videos. The video chosen is proportional to the student's grade level. Some examples of videos taught are about animated learning videos about animal names. The introduction of animated videos is done by observing and analyzing the videos displayed.

This research activity was carried out in three stages, namely: the preparation stage, the implementation stage, and the final stage.

### **2.1 Preparation Stage**

In the preparation stage, the author conducted a location survey on June 19, 2024 to SD Negeri 122371 Pematangsiantar school which is located at jln. Mual nauli.



Some of the activities carried out at this stage are as follows:

- a. Stabilization and determination of the location of research activities. After discussions with the school, the location and target of research activities were determined.
- b. Determining the location, time and requesting permission from the principal of SD Negeri 122371 Pematangsiantar.
- c. Preparation of research activity materials/materials which include; learning materials in the form of learning animation videos and prizes given to students who are able to answer the questions given.

## 2.2 Implementation Stage

At this stage, the author explains the importance of learning English and how to increase knowledge about the names of animals in English.

Tabel 1. Deskripsi Pelaksanaan Penelitian

Time	Activity	PIC
08.30-09.00	Opening:  Welcoming words from the class teacher, introductions from students and students, introduction of research material "The Effect of Animated Media on English Learning for Grade 2 Children of	Teachers and students.

SD Negeri 122371 Pematang Siantar"	
<b>09.00-10.00</b>	Activity content: <ul style="list-style-type: none"> <li>• Ice Breaking</li> <li>• Introduction of animal names in English</li> <li>• Improving understanding of animal names with English animation videos</li> <li>• Question and Answer</li> <li>• Mini Games</li> </ul>
	Student
<b>10.30-11.00</b>	Closing: <ul style="list-style-type: none"> <li>• Conclusion</li> <li>• Giving Gifts</li> <li>• Saying Thank You</li> <li>• Photo Session and Documentation</li> </ul>
	Teachers and Students

### 2.3 Final Stage

Activities in the final stage are summarizing the results of research activities and explaining the importance of introducing animal names in learning English to grade 2 students, as well as motivating students to be more enthusiastic in learning English.

## III. RESULTS AND DISCUSSION

The implementation of research activities at SD Negeri 122371 Pematangsiantar held on Friday, June 21, 2024 went well. This research activity also received a good response from the students. This situation can be seen from the level of enthusiasm of students in participating in English learning activities during the research because learning is more fun for students. The ability to understand the names of animals in English also increased. In addition, active learning is also formed, because students are directly involved in the learning process.

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