

IMPLEMENTATION OF E-LEARNING AT INSAN AMANAH ELEMENTARY SCHOOL OF MALANG

Submitted By:

Robbi Teo Aziz

10140115



For

Teaching Education Islamic Elementary School Department

Tarbiyah and Teaching Sciences Faculty

Maulana Malik Ibrahim State Islamic University of Malang

May, 2014

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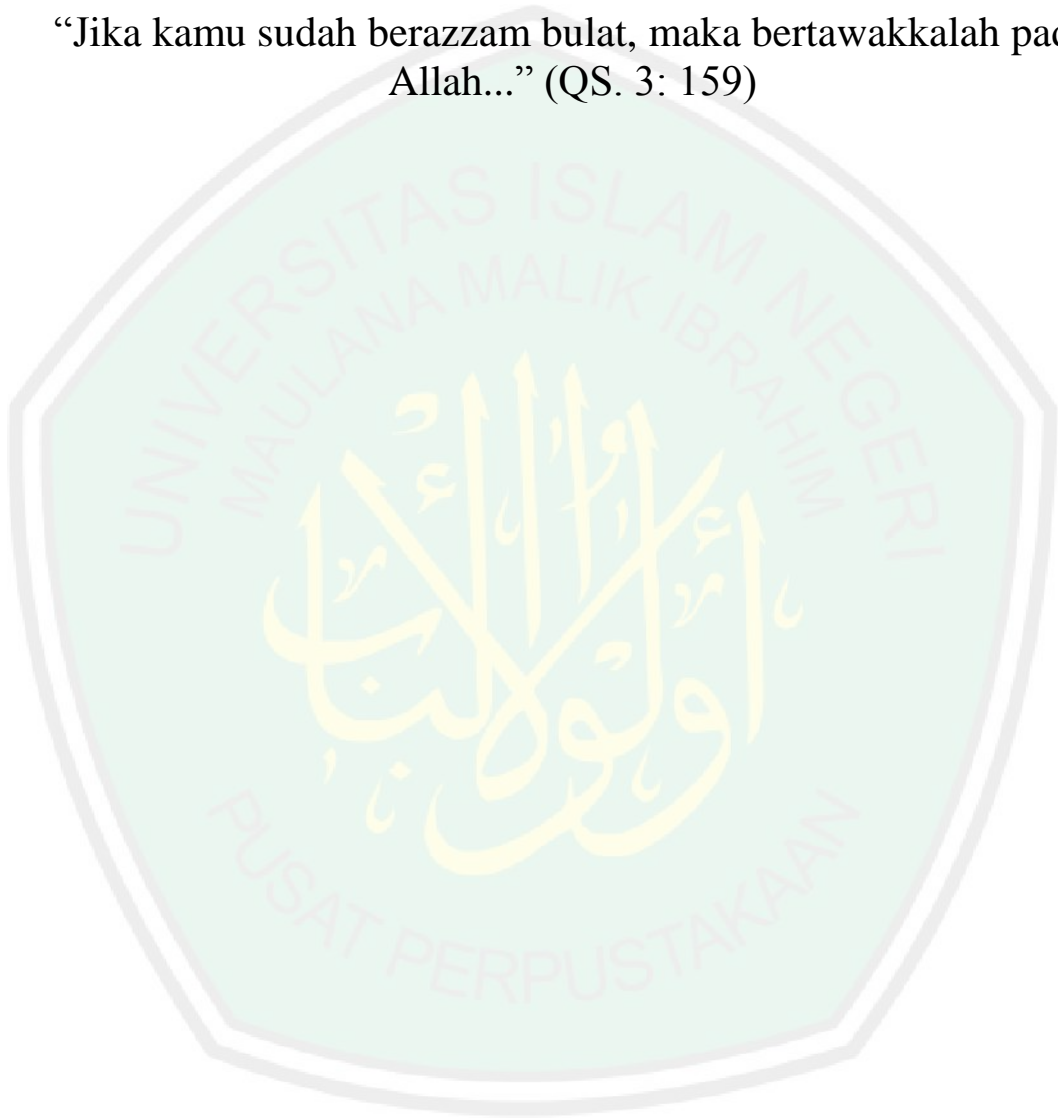
Maulana Malik Ibrahim State Islamic University of Malang

May, 2014

MOTTO

فَإِذَا عَزَمْتَ فَتَوَكَّلْ عَلَى اللَّهِ...

“Jika kamu sudah berazzam bulat, maka bertawakkalah pada Allah...” (QS. 3: 159)



PAGES OF OFFERING

Dedicated my thesis for...

- My beloved father and mother, my brother that always support me. .
- To all my friend at International Class Program (ICP) Teaching Education Islamic Elementary School Maulana Malik Ibrahim State Islamic University of MALANG “2010”
 - Al-Faraby room 49
- My friends Teaching Education Islamic Elementary School 2010
 - My friends at organization (UKM Taekwondo, IMM, FLP)
 - Pondok Griya Tilawah, for ust. Alvin that disciplined by me

by: Robbi Teo Aziz

LEGITIMATION SHEET**IMPLEMENTATION OF E-LEARNING AT INSAN AMANAH
ELEMENTARY SCHOOL MALANG****THESIS**

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ADVISOR OFFICIAL NOTE

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Appendixes : 4 (Four) Copies

Dear,

Dean of the Tarbiyah and Teaching Science Faculty
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in
Malang

Assalamu'alaikum Wr. Wb.

After carrying out several times for guidance, both in terms of content, language and writing techniques, and after reading the following thesis below:

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Elementary School Malang

As the advisor, we argue that this thesis has been proposed for tested decent. So, please tolerate presence.

Wassalamu'alaikum Wr. Wb.

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STATEMENT

I hereby declare, that in this paper there is no work that have been asked to obtain a degree at a college, and to my knowledge, there is also no work or opinion ever written or published by another person, except in writing referred to in this manuscript and mentioned in the reference list.

Malang, 14 April 2014

Robbi Teo Aziz

PREFACE

Praise author prayed to Allah the Almighty, who has given grace, taufiq, and His guidance. Only by the power of his thesis with the title "Implementation Of E-Learning at School Insan Amanah Elementary School of Malang" can be completed on time.

Not to forget, blessings and greetings may always give to the Prophet Muhammad, who had been brought to the religion of Islam is the Hanif. Hopefully with finishing thesis with the title "Implementation Of E-Learning at School Insan Amanah Elementary School of Malang", providing benefits to all parties.

This thesis describes the implementation of e-learning that is at Insan Amanah Elementary School unfortunate beings. Researchers looked at a program organized by the mandate of the unfortunate man up. The program is designed to direct students as a learning tool. The purpose of the writer is to describe the implementation of e-learning at Insan Amanah Elementary School.

With the completion of this report, the authors do not forget to say thank you to:

1. Beloved father and mother and the whole family that always gave prayers and support, both moral and material that was never able to replace it with any writer.
2. Prof. Dr.. Mudjia H. Rahardjo, M.Si, as the Rector of the Maulana Malik Ibrahim State Islamic University of Malang.

3. Mr Dr. Nur Ali, M. Pd, as the Dean of Tarbiyah and Teaching Sciences Faculty of Maulana Malik Ibrahim State Islamic University of Malang.
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5. Mr Dr. H. Karim A. Malik, MpdI. as thesis supervisor.
6. All the friends of the class in primary ICP Maulana Malik Ibrahim State Islamic University of Malang.
7. The citizens of Insan Amanah Elementary School that have been given permission to conduct research. Especially to Mrs. Diny, Mrs. Endah, Mr. Imam and Dhafa.

The authors are aware that in the preparation of this report there are still many shortcomings, the author critiques and suggestions are expected to improve the preparation of the next report. Hopefully, this thesis provides benefits to all parties. Amin Yaa Rabbal Alamin.

Malang, 6 April 2014

Author

GUIDELINES FOR LATIN ARABIC TRANSLITERATION

Writing Arabic-Latin transliteration in this thesis using transliteration guidelines based on the joint decision of the Minister of Religious Affairs and Ministry of Education and Culture, no. 158 1987 and no. 0543 b/U/1987 which can be broadly described as follows:

A. Alfabeth

ا	= a	ز	= z	ق	= q
ب	= b	س	= s	ك	= k
ت	= t	ش	= sy	ل	= l
ث	= ts	ص	= sh	م	= m
ج	= j	ض	= dl	ن	= n
ح	= h	ط	= th	و	= w
خ	= kh	ظ	= zh	ة	= h
د	= d	ع	= ‘	ء	= ‘
ذ	= dz	غ	= gh	ي	= y
ر	= r	ف	= f		

B. Long Vocal

Vocal (a) long	= /a/
Vocal (i) long	= /i/
Vocal (u) long	= /u/

C. Diphthong Vowel

أو	= au
أي	= ai
أو	= /u/
إي	= /i/

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ABSTRACT

Aziz Teo, Robbi 2014. *Implementation of E-Learning in Insan Amanah Elementary School*. Thesis, Teacher Education of Islamic Elementary School Department, Teacher Education and Teachership Faculty, State Islamic University of Maulana Malik Ibrahim Malang.

Supervisor: Dr. H. Abdul Malik Karim. A, M. PdI

Keywords : Implementation, E-Learning, Insan Amanah, effect

This study used a qualitative descriptive research type. Sources of data in this study in the form of an interview script, photo documentation, source text and sound recordings.

Television and video games are a favorite among children. They can spend long hours just to watch cartoons and play video games. When they are told to learn with their parents, always switch attention to watching television and playing video games.

Such an event can already be encountered in a wide variety of children's in Indonesia. Children become more like watching television and playing video games longer than studying and doing homework. Then researchers discovered there a school that the students who aspire to have an Islamic character. One of the programs to address students too long in front of the television and computer to play the game is to create applications that are installed on the website. The website name is Insan Amanah Elementary School Malang.

The researchers discuss about the implementation of e-learning in Insan Amanah Elementary School Malang focus: (1) What is the importance of e-learning in Insan Amanah Malang? (2) How is the implementation of e-learning in Insan Amanah Elementary School Malang. (3) How is the effect of e-learning in Insan Amanah Elementary School Malang.

From the research, the data can be obtained as follows : (1) E -learning is an effort to suppress Insan Amanah Elementary School students who are lazy to learn (2) Assist the teacher in the classroom (3) Make it easy for teachers to evaluate student learning outcomes (4) E - learning can be used anywhere as long as there gadgets and internet connection.

Analize tool that use to analizing is interview report that have been doing at Insan Amanah Elementary School, e-learning give effect and motivation to study. Student happy to use e-learning at Insan Amanah Elementary School.

CHAPTER I

INTRODUCTION

A. Research Context

Naturally, in this era technology kids likes playing video games or spend time for watching television. Because, these activities doesn't really stimulate the child's brain. They do not use their imagination to this activity, which is something that is very important. Numerous studies have shown over the years that it is very important mental stimulation and stimulation can make a difference in a child's brain. This is why educational toys are very important at this time.

The problem is who wants to research the topic thoroughly. Researchers found a school that uses e-learning as a program to improve the learning interest at Insan Amanah Elementary School.

Before the age of six, children booming once. IQ can be affected during their formative years. Children activities in front of the TV all the time will not help. While children have a natural skill, with educational toys, we can take these skills and continue to grow. Development of educational games is very useful.

There is a large variety of skills that can be enhanced with the right kind of toys kids' educational game. Currently made to help children improve

their reading skills, math skills, memory skills, motor skills, and even basic hand eye coordination as well. These are all basic skills that are essential for your child's development and intellectual in the future, which is why it is a good idea to get the kids to play with toys that are made for the education and development.

We will find there are various types of educational toys that can be purchased for children. Once they were able to take the toys, there are toys that can be purchased. Toys with simple shapes or even a simple doll and can be educational for the child. Toys that make kids believe are a great choice. When searching for the best educational toys for children, the first thing to consider is their age. We must ensure that the purchase of toys that are appropriate for their age. Figure developments they need too. Make sure that the toys are purchased for both the development and the age of the child before buying.

The great thing about using educational toys with children is that we not only provide education, but great entertainment as well. We want children to learn that education can attract and the kind of toys that can help you do that. These toys can help your children come up with ideas; learn new concepts, and how learning can be really interesting.

Development in information technology today is very rapidly starting from the finding of the cable to the phone using the mobile phone signal, replaced the typewriter keyboard computer / laptop that can be removed at any time, no color television was able to be presented with a bright color.

Torch of fire can be replaced with incandescent bulbs. And much more human inventions developed with advanced technology. Discovery - the discovery could change the Stone Age which is too backward and replaced with rapidly advancing technology.

Besides information technology at the time it was easy to read by all people around the world. The information technology called the Internet. Internet use by humans as an information center that can be opened with a LAN connection (Local Area Network), the junction between one another computer with internet access. LAN, or also known as the 'intranet', is one example of a network or computer network. With the LAN, then the one with the computer can be connected to another computer. With the computer network that it can move data more easily and quickly, without the use of tools such as flash transfer of data, compact disc, or diskette. In addition to the cafe, LAN also commonly used in schools, universities, private offices and government offices.¹

To be able to access the internet there are some must-have equipment in advance. Tool - The tool is a modem (modulator demodulator), web browser, and also using the services of an internet service provider (Internet Service Provider) specific.

Information and communication technology has developed along with the globalization of the interaction and information sharing will take place quickly. The influence of globalization can be a positive and negative impact

¹Hadriani Kristanti, *Belajar internet untuk anak* (Yogyakarta: Citra Pustaka, 2008), page. 11

on a country. People - people from different countries can exchange information, science and technology. However, on the other hand, this raises the digital-divide² or striking difference between capable and who are not able to access the use of ICT (Information and Communication Technology).

Competition Occurs in this era of globalization fosters competition among countries, Thus Spake demanding the development of quality human resource. Education is one of the important things in humans. And resource development for Indonesia it is a challenge to improve the quality of the education system.

Indonesia is one country that reduces the digital divide among the population through the use of ICT in various sectors. Government policy on the use of ICT is based on the Presidential Decree. 50/200 on procurement Indonesia telematics coordinating teams. Telematics is an extension of the Technology Telecommunications, Media and Information, which refers to the use of ICT in various sectors and aspects of life. The team consists of all the ministers including the Minister of National Education. The task team is to realize the government's policy on the implementation of ICT, including the formulating stages and priorities in the development, monitoring and

²Digital-divide is the gap (gap) between individuals, households, businesses, (or community) and geographic areas at different socio-economic level in terms of the opportunity of access to information and communication technology / ICT (information and communication technologies/ICT) or telematics and internet usage for various activities.

controlling its implementation and report on its implementation to the President.³

In the education sector, there is also a telematics program of education or the use of ICT in education is well known e-education. There is a working group responsible for developing e-education program, under the auspices of the Ministry of National Education. In practice, the working group has prepared a five-year work plan for the development and implementation of e-education. The goal is:

1. Developing ICT network for public and university research and e-education in Indonesia.
2. Prepare a draft development of human resources in applying ICT.
3. Develop and implement ICT -based curriculum.
4. Using ICT as a part of learning in the school curriculum, universities and centers - training center.
5. Conduct educational programs related to the include schools - schools in learning the widest.
6. Facilitate the efficient use of the Internet in the learning process.⁴

Introduction of telematics and applications should be started on a small child; no distinction was given to all levels of education, so telematics can be an important part of the education system. According Yuhetti, in the future the school curriculum and the curriculum in higher

³Rusman, *Model – model pembelajaran* (Jakarta: Rajawali Press, 2011) page. 285

⁴Ibid, page. 286

education will be gradually to adjust these aspects, ranging from higher education and secondary schools.

Using ICT in education known as e-learning program. E -learning in Indonesia has been developed under the auspices of the Education Telematics Program or E-education⁵ program. It is used in all forms of communication technologies for creating, managing and providing information. E-education related to the use of communication media and information technology, such as computers, internet, telephone, television/video, radio and other audiovisual aids are used in education.

Associated with the use of e -learning focused on the utilization of computer. It'sbecause the use of computers in education has greatly expanded and reach a variety of learning needs, which is to assist teachers in improving the quality of learning. Associated with an increase in the quality of learning broadly two kinds of computers used in the application, namely in the form of computer-assisted learning (Computer - Assisted Instruction CAI) and computer -based learning (Computer Based Instruction - CBI). In many ways the second application in the use of computers for learning is the same. Notable difference between the two lies in the function of the software is used. On the software used CAI works to help teachers in the learning process, such as multi-media, aids in presentations or demonstrations or as a tool in the implementation of learning.

⁵E-education, Electronics education

The computer-based learning (CBI) have broader functions. Software in the CBI in addition used as a function of CAI bias, bias is also used to function as a system of individual learning (individual learning). Because it serves as a system of individual learning, the CBI software facilitates learning bias to individuals who make use of it. Therefore, software development CBI should consider learning principles, principles of instructional systems design, and the principles of individual learning (individual learning). At CBI, students interact directly with the computer-based interactive media, while the teacher acts as an instructional designer and programmer.⁶

As some experts in the field of web that has made e-learning. And also have been implemented in several schools in different countries. In Indonesia has also been applied to e-learning. One of them is AT Insan Amanah Elementary School of Malang. There has to apply the learning to use e-learning using web base. Learning games are packed with fun learning like TTS, and MULTI MILLIONAIRE QUIZ QUESTIONS.

From the background, the researchers want to perform on title of thesis "Implementation of e-learning at Insan Amanah Elementary School Malang".

⁶Ibid, page 287

B. Research Focus

From the explanation above background can be described in the following research focus:

1. How is the implementation of e-learning at Insan Amanah Elementary School of Malang?
2. How is the design of e-learning at Insan Amanah Elementary School of Malang?
3. How is the effect of e-learning at Insan Amanah Elementary School of Malang?

C. Research Aim

Based on the above research focus in dedicated research purposes can be as follows:

1. Describe the implementation of e-learning of e-learning at Insan Amanah Elementary School of Malang
2. Describe the design of e-learning at Insan Amanah Elementary School of Malang.
3. Describe the effect of e-learning at Insan Amanah Elementary School of Malang.

D. Scope and Limitations of Study

The scope of the study includes the admin e-learning that is managed by a team of IT Insan Amanah Elementary School, then control of e-learning in the classroom by teachers, e-learning curriculum is managed

by deputy curriculum and which is the object or the use the e-learning is student Insan Amanah Elementary School.

Limitation of this research describes implementation the e-learning in Insan Amanah Elementary School. Observations carried out at the site of Elementary School Insan Amanah and interviews conducted with the admin e-learning, principals, teachers (sample), deputy curriculum and students (one as a sample).

E. Definition of Key Term

E-learning: online internet web-based learning that can be opened on computers and devices biased in favor of the application.

Implementation: is an action or implementation of a plan that has been prepared carefully and in detail. Implementation of planning is usually done after the fix has been considered.

F. Previous Study

Research on learning through the medium of learning in the form of e-learning has been done by some of the relevant premises previous researchers, including:

1. Research conducted by Habibur Rohman. This study focuses on distance learning education using e-learning.

The difference of this study, e-learning is used for the extension of disease that affects the rice crop. This research is

devoted to the farmers. Applications that are used tsukamoto fuzzy logic method.⁷

2. The second study is about action research using e-learning to the recitation method to improve learning motivation. The difference between previous researches is revealing how to use e-learning to improve student motivation.⁸

Table 1.1

Originality of Research

No	Profile	Focus	Result	Similarities and Differences
1	Habibur Rahman (2010)	Design distance learning systems (e-learning)	E-learning is used for the extension of disease that affects the rice crop. This research is devoted to the farmers. Applications that are used tsukamoto fuzzy logic method	<ol style="list-style-type: none"> 1. This study examines both about the implementation of e-learning 2. Research conducted by Habibur Rahman performed at Agriculture sector. While the authors carry out in elementary school.
2	Kurniasih Yunita (2012)	Focused his research to increase student motivation	Type of research is action research (PTK) or Classroom Action Research, the research that contributed significantly to improving the professionalism of teachers, setting up of knowledge,	<ol style="list-style-type: none"> 1. This study examines both about the implementation of e-learning 2. Research conducted in Yunita Kurniasih junior high school level, being the author at the elementary level is in SD Insan Amanah

⁷ Habibur Rahman, Rancang Bangun Sistem Pembelajaran Jarak Jauh (e-learning) di Jurusan Teknik Informatika Universitas Islam Negeri Maulana Malik Ibrahim Malang. 2010

⁸ Kurniasih Yunita, Penerapan Strategi e-learning dengan Metode Resitasi Dalam Peningkatan Motivasi Belajar Mata Pelajaran Pendidikan Agama Islam (PAI) Siswa Kelas VIII SMP Negeri 2 Batu. 2012

			<p>understanding, and insight into the behavior of teachers teaching and students learning. In the fact, manner or methods of teaching are used to convey information in a manner different from that taken to strengthen the student in mastering the knowledge, skills and attitudes (cognitive, psychomotor, and affective).</p>	<p>Lowokwaru Malang.</p> <p>3. Yunita Kurniasih research examines the application of e-learning with a method of recitation, being the author examines the implementation of e-learning are aimed at finding how the importance of e-learning for students.</p>
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CHAPTER II

STUDY LITERATURE

A. Understanding E-Learning

a. Definition of E-Learning

Electronic learning is increasingly recognized as a way to solve the problem education, both in developed countries. Many people use different terms different with e-learning, but in principle learning that e-learning is to use the services of electronics as a tool accessories. E-learning is a learning technology that is relatively new in Indonesia.¹

To simplify the term, then shorten electronic learning into e-learning. The word consists of two parts, the 'e' stands for 'electronic' and 'learning' which means 'learning'. So e-learning means learning by using tools electronic. So assistance services in the implementation of e-learning services using audio, video or computer device or a combination of all three. In other words, e-learning is learning that is supported by the implementation of technology services such as telephone, audio, video tape, satellite transmissions or computer.

¹Tafiardi, *Meningkatkan mutu Pendidikan Melalui E-Learning*, Page.86

The term e-Learning contains a very broad sense, so many experts who elaborate on the definition of e-Learning from different perspectives.

E - Learning is a type of learning which allows delivered teaching materials to students using the Internet media, media Intranet or other computer networks.²

E - Learning is the educational system that uses electronic applications to support learning and teaching with the Internet media, computer network, or standalone computer³

Many things that drive why e-learning to be one option for improve the quality of education, among other rapid information technology facilities, and the development of Internet users in the world is growing rapidly. The use of the internet became a necessity in supporting the work or everyday tasks. Moreover, with availability of network facilities and internet connection. And the availability of learning software (Course management tools). Also a skilled person to operate or use the Internet in increasing numbers.

B. Models of e-learning Applications

Based on the technology used, the e -learning technologies are divided on the basis of:

²Darin E. Hartley

³RomiSatria W, *Pengantar E-Learning danPengembangannya*, Page. 2

a. Computer Based Training (CBT)

An era where emerging e-learning applications that runs in a standalone PC or a CD - ROM packaged form. Fill in the form of the material in the form of written and multimedia (video and audio) format MOV, MPEG - 1 or AVI. AsymstrixsoftwareCompany (Now named Click learn) issued a development tool called Macromedia Tool book while also developing software called Author ware. By using the tools provided the user has the opportunity to try the exercises with no limit to the number and degree of difficulty. However, in e-learning with this concept the communication that occurs in only one direction.⁴

b. LMS (Learning Management System)

Along with the development of internet technology in the world, the people of the world are being connected to the Internet. The need for fast information obtained to be absolute, and the distance and the location is not a barrier anymore. Here comes a Learning Management System or commonly abbreviated as LMS. The rapid developments of the LMS create new ideas to address the problem of interoperability between existing LMS with a standard.

⁴Novi Hidayati, *sistem e-learning untuk meningkatkan proses belajar mengajar: studi kasus pada sma negeri 10 bandar lampung*, Page. 155

Standard is emerging as the standard issued by the AICC (Airline Industry CBT Committee), IMS, IEEE LOM, ARIADNE, etc. Examples of these applications are A Tutor. In this application there is a content authoring facilities, upload material, assignments, question bank creation, testing and assessment and communication facilities between users are chatting, forums and blogs and can also add other interesting modules such as calendars and Photo album.

c. Application of web-based e-learning

LMS development leading to the application of Web based e-learning in total, good for a learner and the administration of teaching and learning. LMS starts combined with portal sites are at present virtually a barometer of information sites, magazines and newspapers of the world. Fill solid also increasingly rich multimedia, video streaming and interactive performances in a wide selection of more standard data formats, are small and stable.

Examples of these applications are Dokeos. Dokeos is free software that was released by the GNU GPL, and its development was supported by the international community. Certified operating system can be used as a

content management system for education. Contents include the distribution of learning materials, calendars, learning progress, conversations via text / audio and video, test administration and keeping records. The main purpose of Dokeos is a system that is user friendly and flexible and easy to use.

d. Moodle

Moodle (short for Modular Object - Oriented Dynamic Learning Environment) is a software package produced for the Internet -based learning activities and web sites that use the principle of social constructionist pedagogy. Moodle is one of the applications of the concepts and mechanisms of teaching and learning using information technology, which is known as the concept of electronic learning or e-learning. Moodle can be used freely as an open source product (open source) under the GNU license. Moodle can be installed on any computer and operating system that can run PHP and SQL database support.

Based on social constructionist pedagogy, the best way to learn is from the point of view of the student himself. Model of teaching object -oriented (student) is different from the traditional teaching system that typically provides information or materials deemed necessary by the

teacher to give to students. Teaching duties will change from being the source of information which gives effect (influencers) and an example of the culture of the classroom. The teacher's role in the Moodle system include: dealing with students individually to understand their learning needs and moderated discussions and activities that lead students to achieve the learning objectives of the class.

In the world of e-learning Indonesian, better known function as a Moodle Course Management System or "Learning Management System" (LMS). With such display web pages in general. Moodle has features to present courses (course), where teachers can upload teaching materials, questions and assignments. Pupils can log into Moodle and then choose a course that is provided or in - enroll him. Student activity in Moodle will be monitored progress and value. In Indonesia, it is known that Moodle has been used for high school, college and corporate.

As LMS, Moodle has features that typically owned by LMS in general plus some excellent features. These features are:

- 1) Assignment submission
- 2) Forum discussions

- 3) Download archive
- 4) Rating
- 5) Chat
- 6) Online calendar
- 7) News
- 8) Online quiz
- 9) Wiki

Developers can enhance Moodle's modular construction by creating plugins for functions with more specific. Moodle infrastructure supports many types of plugins such as:

- a. Activities (including math and word games)
- b. The types of resources
- c. The types of questions (Multiple choice, fill in the blank, True & false, etc.)
- d. The types of data entry (For the database activity)
- e. Pictorial themes
- f. Authentication method (Which requires access to the username and password)
- g. Retrieval methods of learning
- h. Content filter

Third-party Moodle plugins can be searched for free to make its infrastructure.

Users can install *Moodle* from many sources, but still requires technical expertise rather than automatic installation of such use debianpackage, ready to use *Moodle* deployment or use *TurnKey Installer BitNami Moodle* Some free hosting providers allow educators to create *Moodle* based online class without having knowledge of the server or installation. Some paid hosting providers offer additional services such as customization and deployment of content.⁵

e. PHP

1) History of PHP

At first PHP stands for Personal Home Page (personal site). PHP was first created by RasmusLerdorf In 1995. At that time still called PHP Form Interpreted (FI), which is realized in the form of a series of scripts that are used to process data from a web form.

Furthermore Rasmus released the source code to the public and named PHP / FI. With the release of the source code is open source, so many programmers who are interested in developing PHP.

In November 1997, released PHP / FI 2.0. In this release, the PHP interpreter has been implemented in a C program is also included in this release extension

⁵<http://id.wikipedia.org/wiki/Moodle> accessed at 21.00

modules that enhance the capabilities of PHP / FI significantly.

In 1997, a company called Zend rewrite the PHP interpreter to be cleaner, better, and faster. Then in June 1998, the company released a new interpreter for PHP and inaugurate the release of the PHP 3.0 and PHP changed to the acronym stands for repetitive PHP: Hypertext Preprocessing.

In mid-1999, Zend released a new PHP interpreter and is known as the release of PHP 4.0. PHP 4.0 is a PHP version of the most widely used in the early 21st century. This version is widely used due to its ability to build complex web applications while maintaining high speed and stability.

In June 2004, the Zend PHP 5.0 release. In this version, the core of the PHP interpreter underwent major changes. This version also includes an object-oriented programming model to respond to the PHP programming language development towards the object-oriented paradigm.

2) Program Example

a) Hello World Program

Hello World program written in PHP is as follows:


```
<? php
echo "Hello World";

?>
```

b) Program Fibonacci numbers

Here is an example of a relatively more complex programs written using PHP. This sample program is a program to display the first 20 numbers of the Fibonacci sequence of numbers.

```
<? php
fibonacci_seqfunction($ length) {
    for ($ l=array(0,1), $i=2, $x=0; $i<$ length; $i++)
        $l[] = $l[$ x++] + $l[$ x];
    return $l;
}

fibonacci_seq(20);
//The number "20" can be changed as desired
```

3) Advantages of PHP Programming From Others

Some of the advantages of PHP web programming language, among others:

- a) Programming language PHP is a scripting language that does not perform a compilation in its use.
- b) Web server that supports PHP can be found anywhere from start apache, IIS, Light tpd, until Xitami with a relatively simple configuration.

- c) In the development easier, because of the many mailing lists-mailing and developers who are ready to assist in the development.
- d) In the understanding, PHP is a scripting language most easily because it has a lot of references.
- e) PHP is an open source language that can be used in a variety of machines (Linux, Unix, Macintosh, Windows) and can be run through the console and also run time can execute system commands.⁶

C. Design of E-Learning

While it is clear that information and communications technology offers tremendous opportunities for capturing, storing, disseminating and communicating a wide variety of information, does it influence learning, and if it does, what is the nature and extent of that influence? These questions are at the heart of a longstanding debate and discussion on the influences of media on learning.

The origins of this debate and discussion on the influences of media on learning date back to the invention of radio and television. On developing a camera that used film rolls, Thomas Edison had expected that the motion picture would revolutionize education and

⁶PHP: Hypertext Preprocessor. Wikipedia.org accessed on 20:25 PM

make schooling a lot more attractive and motivating for students. Commentators of that time had suggested that instead of wanting to stay away from school, students would rush back to school and not want to leave school. While we know that this did not actually happen, the moving image did influence our ability to represent many things in many different ways, in and outside of school.

E-Learning is a distance learning (distance learning) that utilizes computer technology, computer networks and the Internet as a method of delivery, interaction, and facilitated and supported by various other forms of learning services.

E-Learning allows learners to learn through computers in their respective places without having to physically go to follow the lessons / lectures in class. E-Learning often understood as a form of web-based learning that can be accessed from the intranet on a local network or the Internet. Actually, the e-Learning material should not be distributed on-line either through a local network or the Internet, the distribution of off-line using media CD / DVD also includes a pattern of e-Learning. In this case the application and study materials are developed as needed and distributed via CD / DVD media, then the learner can take advantage of the CD / DVD and learn in a place where he is.

Therefore, it is arguable that in most contemporary technology enhanced learning environments where media is skillfully integrated

with the instructional method, media can and do play a very influential and critical role in learning and teaching. In these contexts, media play a critical and a very important role in achieving the intended learning outcomes for the students. They serve to motivate students with clever use of sound, pictures and animation. They are also very useful in representing contexts and situations from the real world which are harder to bring into the classroom for live demonstrations. These learning environments skillfully utilize the strengths of various media attributes with powerful learning strategies such as problem solving, collaborative inquiry and critical reflection to engage learners in meaningful and motivating learning tasks. In such educational settings media take on a very important role in both learning and teaching. Learning and teaching is adversely affected when media are not skillfully integrated into the learning experiences. Conversely, learning and teaching is optimized when media have been carefully selected and applied with sound instructional strategies to serve specific learning needs in different domains of learning.

D. Learning E - learning Model

a. Model

Development of e-learning models has been carefully designed to the purpose desired. If we agree that e-learning, which also includes internet -based learning, should be considered in the development of e-learning. He said there are

three possibilities in the development of internet -based learning system, which is a web course, course web- centric, and web- enhanced course ".

Web course is the use of the Internet for educational purposes, in which learners and teachers completely separate and do not need a face-to-face. The entire teaching materials, discussion, consultation, assignments, exercises, exams and other learning activities fully delivered via the internet. In other words, these models use the system remotely.

Web centric course is the use of the internet, combining distance learning and face-to- face (conventional). Beside some material over the internet and some of them face-to-face. Its functions are complementary. In this model, the teacher could provide clues for students to learn subject matter through the web that has been made. Students are also given direction to look for other sources of relevant websites. In face-to-face among students and teacher more discussion about the findings of the material that has been learned through the internet.

Course is web-enhanced models of Internet use to support the quality of learning is done in the classroom. The internet functions are to provide enrichment and communication between learners with teachers, fellow students, members of the group, or students with other sources.

Therefore the role of the teacher in this case is required to master the technique of searching for information on the Internet; guiding students seek and find sites that are relevant to learning material, present the material through a web attractive and desirable, serving guidance and communication via the Internet and other skills necessary.

b. Evaluation/Assignments

Learning assessment elements are integral to the learnercentered model for designing e-learning assignments/activities. Erwin (1991) defines assessment as “...the systematic basis for making inferences about the learning and development of students. More specifically, assessment is the process of defining, selecting, designing, collecting, analyzing, interpreting, and using information to increase students’ learning and development.”⁷

The learning assessment elements of the learner-centered model for designing e-learning assignments/activities include the following three elements:

1. Individual self-assessment
2. Team collaborative assessment
3. The facilitator’s assessment

⁷Alex Koohang, Liz Riley, and Terry Smith, E-Learning and Constructivism: From Theory to Application. Macon State College, Macon, Georgia, USA page 95

CHAPTER III

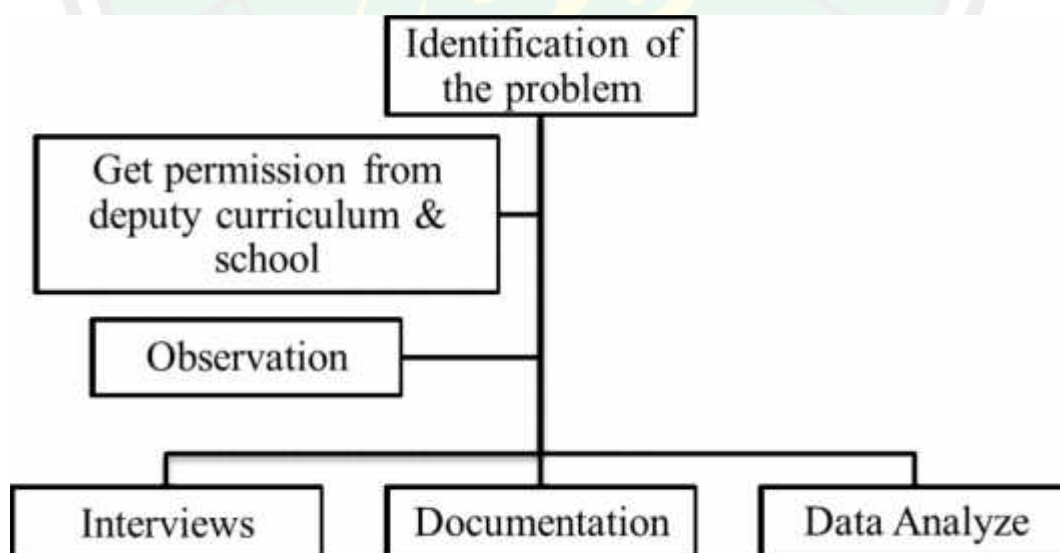
RESEARCH METHOD

A. Approach Research Design

This research seeks to study the implementation of e-learning in Insan Amanah Elementary School of Malang. That used is qualitative approach with descriptive research attempt to describe systematically a situation. In this study conducted to learn intensively about the background circumstances now. E-learning are applied by Insan Amanah Elementary School is one a very helpful learning method.

Table 3.1

Flow Chart of Research Procedure



B. Researchers Presence

Once the focus of the research is completed, the researcher is as the main instrument of research. And after the focus of the research is clear then it will continue to develop a simple research instrument. Which is expected to complement the data and comparing the data found and interviewed. Researchers will directly go into the field.

Researchers the main instrument to enter the field in order to deal directly with the informant, can naturally understand the reality under study, knowing how the implementation of e-learning.

Accordingly, researchers take the following steps:

1. Researcher's first requesting permission to headmaster Insan Amanah Elementary School of Malang is Mrs. Suhardini Nurhayati, M.Pd through student affairs or academic affairs vice chairman Mrs. Sri Endah Puji Ningrum, S.Si officially through the submission of the research license on 28 August 2013.
2. After getting the permission, the researcher was accompanied by the vice chairman of academic affairs in the data collection process. As well as be required to submit a research proposal first. On the 18th September 2013.
3. Before the researchers administered data collection process that are customized research schedule with the schedule of the companion, the data collection process on October 9, 2013. Researcher

requested to provide a list of required data related to the research by means of typed neatly and clearly on October 9, 2013.

4. Interviews with teachers, Mr. Imam on 17 October 2013.
5. Interviews with headmaster, Mrs. Diny on October 23, 2013.
6. Interview with the deputy head of academic affairs, with Mrs. Endah on October 23, 2013.
7. Interviews with students, Dafa on October 25, 2013.
8. Observations related to the research.
9. Complete data in the can by linking the results of observations, interviews and documentation.
10. Once the research is completed investigators say good bye to the school and to thank you for giving an opportunity to the willingness of researchers to conduct research by attaching memories.
11. Take a lesson schedule and student report. On December 20, 2013.

C. Research Sites

Location of the study was conducted in Insan Amanah Elementary School is located at the corner of Malang city were filled with the advancement of information technology so as to further strengthen the primary forward in balancing the environment. One method used is e-learning. InsanAmanah Elementary School located in Block M executive Griyashanta living house, Soekarno Hatta Street, Malang East Java.

D. Data Resources

Table 3.2

Data Resources

No.	Data	Data Source
1	Information about E-Learning	Admin E-Learning
2	Information on material taught through e-learning	Deputy Curriculum
3	Information on the use of E-Learning	Student
4	Information about the application of e-learning	Head Master and Teacher

This type of data is the data obtained from interviews from all four sources. Characteristics of the informants were residents Insan Amanah Elementary School of Malang.

E. Data's Collection

Collecting data and information in order to run more effectively and efficiently, the implementation of the data in the field is set through the following strategies.

First, the observation of the implementation of e-learning as a medium of interactive learning with the Internet base which combines brain teaser game to improve students' academic abilities. Setting observed that computer and web containing Insan Amanah Elementary School e – learning. Involvement in the observed (Observation) student activities

during the process of e -learning. And also see the contents of any computer used student themes.

Through observation, researcher gets wise to behavior, and meaning of behavior. Observation used by researcher direct observation and direct observation. In direct observation, where investigator of perception pennant directly (without appliance) to symptoms of subject investigated, perception goodness performed within situation that in fact and or in situation made in.

Here researcher will perform direct observation to field, see and note all behavior, gesture done by all school components. What is going on and recorded to earn us perceive directly and also earn us know its result at the time.

While in direct observation, investigator perform a perception to symptoms of subject investigated by the instrumentality of an appliance, good of appliance which have there is and also which intend to be made by for special.

Direct research, meeting his that is teacher as especial role in continuity of cultivation of education of character to student, and to student as object of execution of education of character in school. Here researcher will accompany by appliance assist, the example: tape of Recorder, video and camera.

Second, use interview. Interviews can be defined as “a meeting of two persons to exchange information and ideas through question and

responses, resulting in communication and joint construction of meaning about a particular topic “. Interview is a meeting of two people to exchange information and ideas through questions and answers, so that the meaning can be constructed in a particular topic in this study, the interview was used unstructured interviews. It, free interview where the researcher does not use the interview guide has been arranged in a systematic and complete for data collection. Thus, the researchers designed a global and only the outlines of questions regarding the implementation of e-learning in Insan Amanah Elementary School. This study also slipped deep questions to explore further on important matters related to the research focus.

This profound question that spontaneously developed starting from the things that are common and lead to fundamental things that are special. Unstructured interview is used by researchers with a variety of considerations, given the unstructured interviews have many advantages, such as; over is personal so it is likely to obtain in-depth information and may be private. This type of interview also allows researchers to record the results of the study in more detail during the interview.

In the course of the interview , the first thing the researchers is to ask the things that are common to obtain general data relating to the situation and condition of the primary school of Islam which is the object of research , followed by questions that lead to the research focus . In this phase, researchers first asked about the informant’s perspective on how is

the design of e-learning, the need of e-learning and the efforts in the implementation of e-learning in schools.

During an interview with investigators to record the interview using a tape recorder and researchers noted the core of the interview at the time of the interview process. Once the interview is complete, researchers made transcript of the interview is based on interviews and records also often from the recording, then to inform the informant interviews. Interviews in this study are not only centered on one informant, but to obtain accurate data the researchers also conducted interviews to many informants, including;

- a. The Head Master, elementary school Insan Amanah Malang.
- b. Student elementary school Insan Amanah Malang.
- c. Deputy Curriculum Insan Amanah elementary school Malang.
- d. Teacher of Insan Amanah Elementary school Malang.

Third, Documentation. Documentation is a record of events that have already passed. Documents can be in the form of text, images or monumental works of a person. Documents in the form of diary writing, for example, the history of life (life histories), stories, biographies, rules, policies. Documents in the form of images, such as images, vivid images, sketches and others. Documents dressed artwork works for example, in the form of drawings, sculptures, films, and others. This method is used to reinforce and add to the evidence from the interviews. The documents are scrutinized documents related to the vision, mission, goals, programs,

School Culture and Islamic Culture, e-learning activity and models of e-learning.

F. Data Analysis

In the next stage, namely the post-field phase. At this stage of data analysis of data obtained. Data analysis is the process of reviewing all the data available from various sources, both from the interview data, observations (observations) that have been written in the notes field at the location of the research, documentation, and so forth. The analysis used in this study is descriptive qualitative, so the analysis is done from the beginning and throughout the process of research in progress and during the process of data collection. The stages of data analysis used was data reduction, data presentation (display data), and draw conclusions (verification).¹

1. Data reduction

Data reduction is defined as the process of selected, focusing on simplification, abstraction and data transformation "rough" that appears from the record - a written record in the field. As we know, data reduction takes place constantly - constantly during ongoing qualitative research project. Actually, that before the data is actually collected; anticipation of a data reduction has been seen in time researcher decides conceptual framework chosen. During the data

¹ Djunaidi Ghony and Fauzan Almansur. *Metodologi Penelitian Kualitatif*. (Jogjakarta:AR-Ruzz Media.2012), page. 246

collection took place, there was a further reduction stage (making summaries, coding, writing memos, etc.). Data reduction / transformation process continued after the research field, to complete the final report is composed.

2. Presentation of Data

Presentation of data, collect the structured information that provide information regarding drawing conclusions and taking action. By looking at the presentations we will be able to understand what is happening and what to do more analyze or take action based on understanding gained from these representations.

Presentation is often used in qualitative data in the past are now presenting narrative. But text in narrative form is considered necessary, and where possible the presentation can be more practical if it is presented in various forms such as matrices, graphs and charts the network, more - more type's multi- case study or multiple sites.

3. Verification

From the beginning of data collection, a qualitative analyzer began searching for the meaning of objects, noting regularities, patterns, explanations, configurations - configurations are possible, the flow of cause and effect and proposition. Competent researchers will tackle conclusion - the conclusion that with a loose, open and skeptical, but the conclusion was provided, initially unclear, but the classic term borrowed from Glaser and Strauss then increased to more

detailed and solidly rooted. Conclusion - final conclusion may not appear until data collection ended, depending on the size of the sets of field notes, encoding, storage and research methods are used, researcher prowess: but often the conclusions that have been formulated since the beginning, even if a researcher has claimed to continue the inductive.

G. Checking Validity of Findings

1. Credibility

As a research instrument in qualitative research is the researcher himself, so it is possible in the implementation of a priori occur inclination (bias), to avoid this, the data obtained should be tested credentials (degrees of belief).

Checking the credibility or the degree of confidence of the data necessary to prove whether the investigators observed strictly in accordance with what is actually occurring naturally in the field. Degree of confidence in the data (validity of data) in a qualitative study is used to meet the criteria (value) emic truth is, both for the reader and the subject under study.

In order to obtain valid data that can be reached through the data checking technique: (1) continuous field observations (persistent observation), (2) triangulation (triangulation) of data sources, methods and other researchers; (3) checking members (member check), peer

discussion (peer reviewing) and (4) checking the adequacy of reference (referential adequacy checks).²

2. Transferability

Transferability or changed in qualitative research can be achieved by "detailed description". For this purpose, the researcher attempted to report the results of research in detail. Description of the report can be cultivated specifically disclose everything required by the reader, so that the reader can understand the findings obtained. Discovery itself is not part of the detailed description but their interpretation is described in detail in a responsible manner based on real events.

3. Dependability

Dependability or reliance made to overcome errors in the conceptualization of the research plan, data collection, interpretation findings and reporting research results. For required dependent auditor. As the dependent auditors in this study were the counselors.

4. Confirm Ability

Auditing confirm ability (confirm ability audit) in the study conducted jointly with auditing dependability. The difference, confirm ability audits are used to assess the outcome (product) research, while the audit is used to assess the dependability processes (process) through which researchers in the field. Core questions on confirm ability is whether the relationship between data, information and

²<http://wajburni.wordpress.com/2012/01/14/pengecekana-keabsahan-data/> Accessed at 22:00

interpretation as outlined in the reporting organization supported by the materials available or used in the audit trail.

5. Triangulation

Triangulation is an approach multi method conducted by researchers at the time of collecting and analyzing the data. The basic idea is that the phenomenon under study can be well understood in order to obtain a high level of truth if approached from various viewpoints. Photographing a single phenomenon from the viewpoint of different levels of truth will allow obtain reliable. Therefore, triangulation is the attempt to check the accuracy of data or information obtained by researchers from a variety of different viewpoints as possible by reducing the bias that occurs at the time of data collection and analysis.³

³<http://wajburni.wordpress.com/2012/01/14/pengecekana-keabsahan-data/> Accessed at 22:00

CHAPTER IV

RESEARCH RESULT

A. School's Profile

1. Insan Amanah Elementary School

Insan Amanah Elementary School or can abbreviated with (IAES/SDIA) is educational institutions on the level elementary school established society with Islamic characterized. Insan Amanah Elementary School takes place in near living house Griyashanta Executive Block M Sukarno Hatta Street, with stakeholders Islamic Educational Institutions.

Insan Amanah Elementary School (SDIA) established by notarial deed Faisal A. Waber, SH No. 4/2007 on the establishment of the institution's to Insan Amanah Elementary School. Decree from head of duty Malang City is Number 421.8/4873/35.73.307/2009 about establishment Insan Amanah Elementary School.

Insan Amanah Elementary School has 35 teachers and 12 employees. Teacher education varies, 5 S2 educated teachers, 30 teachers educated S1 various majors. In the school year 2013/2014 Insan Amanah Elementary School has 533 students spread in grade 1 to grade 6.

In the course of learning, Insan Amanah Elementary School using 3 curriculums includes education Unit Level Curriculum (KTSP), Curriculum 2013, the typical elementary school curriculum Insan Amanah

Elementary School. The third curriculum collaboration is expected to make the Insan Amanah elementary school produce learners who have knowledge and personality.

Table 4.1

School Identity

No.	IDENTITY OF SCHOOL	
1	School Name	SD Insan Amanah
2	Road	Soekarno Hatta Griya Executive Shanta Block M
3	Village / Village	Jatimulyo
4	Sub-district	Lowokwaru
5	City	Malang
6	Province	East Java
7	Zip Code	65 141
8	Area Code / No. Tel. / Fax	0341/478545/410206
9.	e-mail	sd_insanamanah@yahoo.co.id
10.	Website	www.insanamanah.com
11.	School Status	Private
12.	Operation time	Morning
13.	School Teacher	Core

2. Vision and Mission

VISION

"Terwujudnya Generasi yang Berilmu dan Berkepribadian"

MISSION

- a. Fostering self-potential generation toward leading in IMTAQ.
- b. Develop the message in all school activities.
- c. Sharpen the academic potential to the generation who excel in the field of science and technology.
- d. Fostering a non-academic potential through extracurricular activities.
- e. Fostering human resources through activities oriented life skills and multiple intelligence accordance with the mental and physical development so that they can live up to the demands of the times.
- f. A human resource that is active, creative, innovative distinctively Indonesian.
- g. Equip students with the educational environment so as to maintain the environment in carrying out the Caliph *fil ardi*.
- h. Building a positive image of the school as a reliable partner community.
- i. Fostering bodily/physical and spiritual generations of students toward a healthy, resilient, and quality.

3. Purposes

Insan Amanah Elementary School educational purposes trustful reference to national educational goals, as follows:

- a. Achieving optimal academic achievement in the field of general and religious studies.
- b. Realization of Islamic behavior in all aspects of life in the school, home, and community.
- c. Realization of culture and Islamic culture School in daily activities.
- d. The realization of the awareness of students to carry out abiding prayers five times a day.
- e. Helping parents fulfill their duty in guiding the son of his daughter to become pious and *shalehah* child.
- f. The achievement of maximum targets in academic achievement through a learning process-oriented child-friendly and student-centered education (*Student center oriented*).
- g. Provide real activity oriented life skills education (*life skills*) and expertise in all areas (*multiple intelligence*).
- h. Realization of Muslim students who are active, creative, innovative, independent, and able to appear in public and remain guided by the Indonesian culture.
- i. A reference or a model for other educational institutions in all fields.
- j. Creation of awareness in the participating students maintains and improves the quality of education.
- k. Equip students with the basic knowledge, abilities, and skills to continue their education at a higher level.
- l. Provide the best service and guidance for students in achieving its goals.

- m. Realization of students who grew up with a healthy physical and resilient in the face of all conditions.

4. Curriculum

Insan Amanah Elementary School refers KTSP curriculum and Development Curriculum Development of the Qur'an. Development construct Quran is divided into several programs execution Grade 1 to Grade 3 using the methodology UMMI, while grade 4 to grade 6 using the Qur'an, for results maximize, then do a few things:

- a. First class, on first week of school was held for the selection of grouping volumes after the unlettered done according to the teaching and companion groups that have been scheduled.
- b. Grade 4 to Grade 6 following the timetable that has been set by deputy curriculum, learning materials Translate Qur'an.
- c. Reciting Qur'an

To gain ability of reading the Quran right, nice and smooth it is necessary to reciting Qur'an are guided every morning. The task of the counselor is to guide, justify, and staged readings of the Qur'an, according to the ability of students per class and pre-defined targets.

For unity readings and coaching methods then in time once a week there will be coordination contain problem discuss the existing problems in the morning and once used reciting the Quran tutors recite morning.

B. Data Description

On exposure data below will be presented on the results of interviews about the implementation of e-learning in elementary school personnel trustful by the principal, admin e-learning, deputy curriculum and student. Here is the exposure data based on the focus of research:

1. Implementation of E-Learning in Insan Amanah Elementary School

Over time, the present age is the age that is full of the technology. Appliance electronic domination with speed exceeds deliverer of letter at epoch first. So with the emerging of various flagship products is called a computer. Increasingly sophisticated computer with an Internet connection using a modem and LAN. Thus the Insan Amanah Elementary School wants the internet faster and easier to access them filled with useful activities such as Mrs. Diny as head master of Insan Amanah Elementary School disclosed as follows:

Di era globalisasi ini era IT itu sudah menjadi pembiasaan baik di rumah maupun di sekolah dan itu harus dimanfaatkan, diberdayakan, dikembangkan sebaik-baiknya itu alas an kami, sebab kalau arus teknologi yang sudah sedemikian deras, kemudian anak-anak tidak diarahkan ke hal-hal yang baik. Justru mereka akan tersesat. Maka dari itu kami ingin mengarahkan ke arah yang baik yaitu dengan menggunakan e-learning, karena e-learning bisa diakses dimana saja, bisa di rumah sambil leleh-leleh sambil istirahat anak-anak bisa mengakses lewat jalur internet kami, website kami, bisa di sekolah menggunakan LCD proyektor dan di sekolah juga disediakan hotspot.

In this era of globalization it has become habituation IT both at home and at school, and it should be used, empowered, developed as well as possible the reasons we, because if the current technology that is so heavy, then the kids are not directed to it good stuff. Instead they will get lost. Therefore we want to steer towards the good is by using e-learning, e-

learning because it can be accessed anywhere, be at home while break while the kids can access the Internet via the us, our website, can be schools using the LCD projector and at school also provided hotspot¹

Based on the reasons for the student's character, then made e-learning. This idea came from a white college graduates pack UMM is Mr. Imam, he is now a teacher in Insan Amanah Elementary School, following his review:

Saya sendiri yang membuat dan memiliki ide e-learning. Pada tahun 2006 awal masuk menjadi pengelola blog SD Insan Amanah. Saya menggeluti bidang multimedia interaktif di SD Insan Amanah, dan setelah itu saya kembangkan bersama tim IT untuk membuat semacam web untuk belajar siswa. Dan jadilah e-learning seperti saat ini.

I have an idea that create and e-learning. On early 2006 entered into a blog administrator Insan Amanah Elementary School. I am in the field of interactive multimedia in Insan Amanah Elementary, and after that I developed with the IT team to create such web for student learning. And so the e-learning as it is today.²

And also e-learning is formulated in a meeting between Insan Amanah Elementary School. Here's an explanation of the Mrs. Diny as headmaster Insan Amanah Elementary School:

Program e-learning berasal dari raker (rapat kerja) 5 tahun yang lalu dari wacana luar tentang e-book, e-learning kita langsung menindak lanjuti, dalam artian dari pihak IT, kepek dan lembaga punya ide yang sama untuk bisa mengembangkan program e-learning pada anak-anak karena zaman sekarang tidak ada anak yang tidak punya jaringan internet/gadget semua pasti punya. Maka hal tersebut harus kita manfaatkan.

E-learning program came from the meeting (a meeting) 5 years ago from outside the discourse about e-books, e-

¹Interview with Mrs. Diny as head master of Insan Amanah elementary school Malang dated October 23, 2013. Hours 7:37 pm

²Interview with Mr. Imam is teachers and admin e-learning Insan Amanah elementary school Malang. Dated October 17, 2013. 07.30 pm

learning we immediately follow up, in terms of the IT, Principals and institutions had the same idea to be able to develop a program e -learning in children because these days there are no children who do not have the internet / gadgets all must have had. So it should be utilized³

E-learning business also began to be formed in accordance with the respective duties - each. Here is the Statement of the deputy curriculum, Mrs. Endah:

Kami mempunyai tim PSB & IT, didalam struktur SD Insan Amanah ada kepek, wakasek, dan ada penanggung jawab. Penanggung jawab yang ada dibawahnya memegang tim IT dan PSB (Pusat Sumber Belajar) yang memiliki ide untuk membuat e-learning karena Zaman sekarang semakin maju pesat kemudian anak-anak sudah mengenal internet, makanya kita mewadahi dengan e-learning.

Sebenarnya e-learning itu tidak hanya berkaitan dengan internet saja, sebetulnya e-learning itu dibuat untuk sumber belajar yang berbaur teknologi informasi bisa dibuat e-learning.

We have a team of PSB & IT, within the existing structure of Insan Amanah Elementary School, headmaster proxy, and no responsibility. Undertaking that no holds below the IT team and the PSB (Learning Resource Center) who had the idea to create e-learning as rapidly Nowadays more advanced the children are familiar with the internet, so we accommodate with e-learning.

Actually, e-learning is not only related to the Internet alone, in fact it made e-learning for learning resources that smell could be made of information technology e-learning "⁴

The implementation of e-learning in Insan Amanah Elementary School using personnel Computers laboratory in Insan Amanah

³Interview with Mrs. Diny Head Master of Insan Amanah elementary school Malang. Dated, October 23, 2013. Hours 7:37 pm

⁴Interview with Mrs. Endah deputy curriculum Insan Amanah elementary school Malang. Dated October 23, 2013 7:52 pm

Elementary School of Malang. Kinds of e-learning in the Insan Amanah

Elementary School there are three, namely:

a) Puzzle (TTS)



Picture 4.1
Puzzle Mathematic

b) Millionaire



Picture 4.2
Millionaire

c) Multiple Questions



Picture 4.3
Multiple Questions

In accordance with the statement from Mr. Imam as interview below:

Modelnya yaitu ada millionaire, multiple questions, tts

The models that there is a millionaire, multiple questions and puzzle⁵

E-learning can be operated with the internet application is Mozilla Firefox and have to install adobe flash player. For play it needs an internet connection to run.

According to Mr. Imam as follows:

Cara mengoperasikan, pertama – tama nyalakan PC / Laptop, tablet PC dan alat elektronik yang memiliki spesifikasi macroflash media dan internet. Kedua, buka alamat sdinsanamanah.com/ICT SD Insan Amanah kemudian akan muncul beberapa kolom menu yaitu beranda, sekolah, guru, akademik, kesiswaan, fasilitas, e-learning dan hubungi kami. Pilih menu e-learning dan silahkan ada beberapa macam e-learning dan juga jenis kelas di masing – masing mata pelajaran.

⁵Interview with Mr. Imam Teachers and admin e-learning Insan Amanah elementary school Malang. Dated October 17, 2013. 07.30 pm

To operate, first turn on the PC / Laptop, and tablet PCs and electronic devices that have the specifications macro flash media and the internet. Second, open the address sdinsanamanah.com /ICT SD Insan Amanah Elementary School then you will see several columns menu porches, school, teacher, academic, student affairs, facilities, e-learning and contact us. Select the menu please e-learning and there are several kinds of e-learning and also types in each class - each subject.⁶

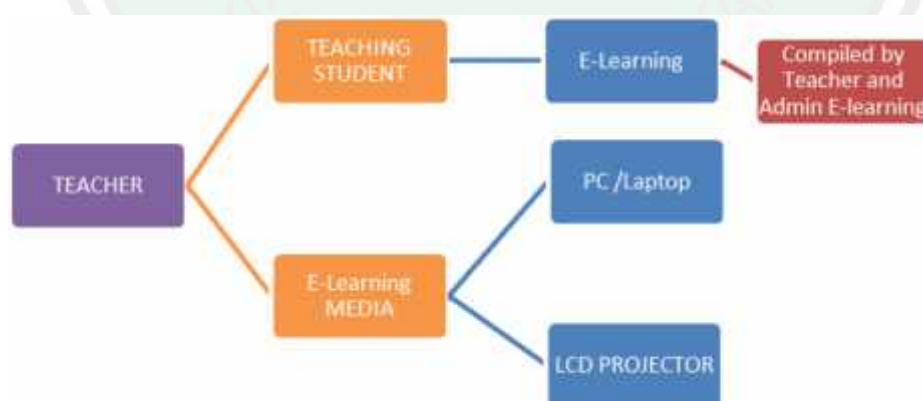
And reinforced by the statement Mrs. Diny:

e-learning bisa diakses dimana saja, bisa di rumah sambil leyeh-leyeh sambil istirahat anak-anak bisa mengakses lewat jalur internet kami, website kami, bisa di sekolah menggunakan LCD proyektor dan di sekolah juga disediakan hotspot. Jadi setiap kelas itu bisa memanfaatkan itu untuk memakai e-learning-nya langsung dari komputer P. Imam dengan link tersambung ke semua jaringan.

E-learning can be accessed anywhere, be at home while break while the kids can access the Internet via the us, our website, can use the LCD projector at school and at school also provided a hotspot. So every class that can use it to put its e-learning directly from the computer connected Mr. Imam with links to all networks.⁷

Table 4.2

Flow Chart E-Learning Step Learning



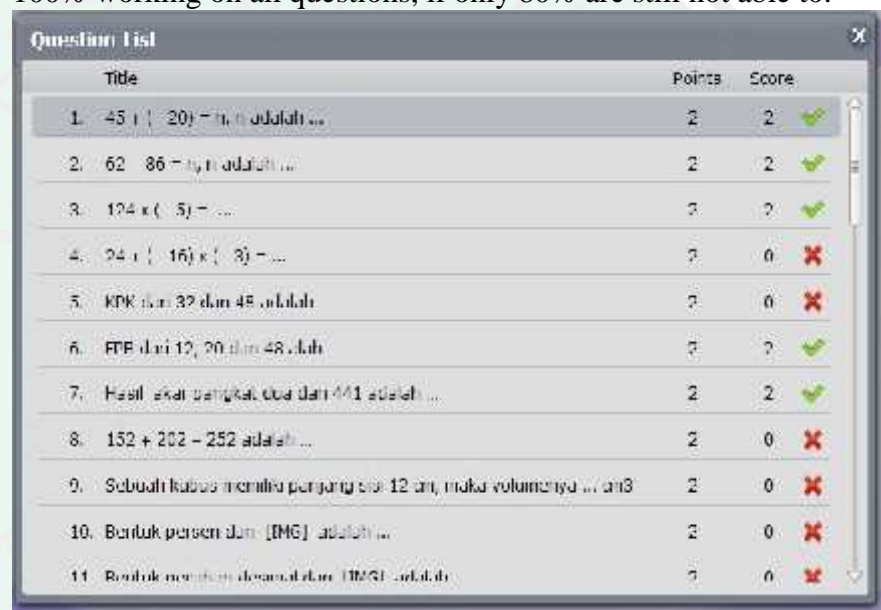
⁶ Ibid

⁷ Interview with Mrs. Diny head master of Insan Amanah elementary school Malang dated October 23, 2013. Hours 7:37 pm

To evaluate the e-learning that has been done is already automatically calculates how much the score value that has been done. As in the statement:

Evaluasi di dalam menggunakan e-learning adalah sudah otomatis muncul ketika anak-anak selesai dengan pekerjaannya. Yaitu jika sudah 100 % mengerjakan semua soal, jika hanya 80% saja masih belum bisa.

Evaluation in the use of e-learning is already automatically appearing when the kids are done with their work. If it is done 100% working on all questions, if only 80% are still not able to.⁸



Title	Points	Score
1. $45 + (-20) = \dots$ adalah ...	2	2 ✓
2. $62 - 86 = \dots$ adalah ...	2	2 ✓
3. $124 \times (-5) = \dots$	2	2 ✓
4. $24 \times (-16) \times (-3) = \dots$	2	0 ✗
5. KPK dari 32 dan 48 adalah	2	0 ✗
6. FPB dari 12, 20 dan 48 adalah	2	2 ✓
7. Hasil akar pangkat dua dari 441 adalah ...	2	2 ✓
8. $152 + 202 = 252$ adalah ...	2	0 ✗
9. Sebuah kubus memiliki panjang sisi 12 cm, maka volumenya ... cm ³	2	0 ✗
10. Berdik persen dari (BMG) adalah ...	2	0 ✗
11. Berdik nomor telepon dari (BMG) adalah	2	0 ✗

Picture 4.4

Outline Evaluation

2. Design of E-Learning in Insan Amanah Elementary School

Desing of e-learning based on opinion from Mrs. Diny as headmaster that says:

Program e-learning berasal dari raker (rapat kerja) 5 tahun yang lalu dari wacana luar tentang e-book, e-learning kita langsung menindak lanjuti, dalam artian dari pihak IT, kepek dan lembaga punyaide yang sama untuk bisa

⁸Interview with Mr. Imam Teacher and admin e-learning in Insan Amanah elementary school Malang. Dated October 17, 2013. 07.30 pm

mengembangkan program e-learning pada anak-anak karena zaman sekarang tidak ada anak yang tidak punya jaringan internet/gadget semua pasti punya. Maka hal tersebut harus kita manfaatkan.

E-learning program came from the meeting 5 years ago from outside the discourse about e-books, e-learning we immediately follow up, in terms of the IT, Principals and institutions had the same idea to be able to develop a program e -learning in children because these days there are no children who do not have the internet / gadgets all must have had. So it should be utilized.⁹



Picture 4.5

Student Activities

E-learning in Insan Amanah Elementary School designed for student learning. Through web-based computer software, e-learning Insan Amanah Elementary School can run with some sort of e-learning that has been created by a team of ICT Insan Amanah Elementary School. Several kinds of models of e-learning are as below:

a. Home ICT / Information Systems Insan Amanah Elementary School

ICT systems in Insan Amanah Elementary School are a system that makes it easy for students and parents to be able to access a latest info from school.

⁹Interview with Mrs. Diny Head Master of Insan Amanah elementary school Malang. Dated, October 23, 2013. Hours 7:37 pm



Picture 4.8

List Content of Grade

There are several examples of e-learning made by Insan Amanah Elementary School are:

1) Millionaire

Millionaire is a game that can be played by all people. This game contains content of natural science subjects, social sciences, civics, mathematics, Indonesian, English, Javanese and Islamic religious education. Problem – a matter which is included between grades 1 – grade 6. Game model is similar to the television show in question for the modification to the shape of the elementary school.



Picture 4.9
Millionare First Opening



Picture 4.10
Choose the Answer



Picture 4.11

Look the True or False Answer

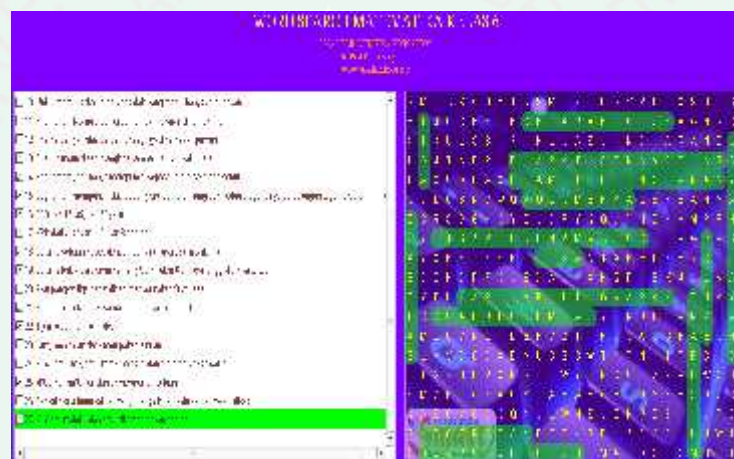
2) Word Search

Word Search is a game that can be played by all people. This game contains content of natural science subjects, social sciences, civics, mathematics, Indonesian, English, Javanese and Islamic religious education. Problem – a matter which is included between grades 1 – grade 6. Game model is similar to the television show in question for the modification to the shape of the elementary school.

These game models to see the questions and the order of the letters are arranged randomly and then students can look it up. This game trains the student's motor system, by training the eye accuracy.



Picture 4.12
Word Search



Picture 4.13
Word Search List of Answer

3) Puzzle (TTS)

Word Search is a game that can be played by all people. This game contains content of natural science subjects, social sciences, civics, mathematics, Indonesian, English, Javanese and Islamic religious education. Problem - a matter which is included between grades 1 - grade 6. Game model is similar to the television show in question for the modification to the shape of the elementary school.

This Game like puzzles - crosswords, or can be called by the brain - especial said.



Picture 4.14
Puzzle First Opening



Picture 4.15
Puzzle Choose the Answer

4) Multiple Questions

Multiple questions are a game that can be played by all people. This game contains content of natural science subjects, social sciences, civics, mathematics, Indonesian, English, Javanese and Islamic religious education. Problem - a matter which is included between grades 1 - grade 6.

Game model is similar to the television show in question for the modification to the shape of the elementary school.

This game is a game such as multiple choice questions.



Picture 4.16
Multiple Questions First Opening



Picture 4.17
Choose the Answer



Picture 4.18
The Right Answer



Picture 4.19
The Wrong Answer

No	Jawab	Score	Status
1.	There is a very beautiful Indonesian.	2	✓
2.	We can enjoy the beauty of nature.	2	✗
3.	A good example of a good person.	2	✗
4.	There is a very beautiful Indonesian.	2	✓
5.	There is a beautiful view of the lake, the lake is very beautiful.	2	✓
6.	We can enjoy the beauty of a mountain.	2	✓
7.	A good example of a good person.	2	✓
8.	A good example of a good person.	2	✓
9.	The student can be a good person.	2	✓
10.	A good example of a good person.	2	✓
11.	There is a very beautiful Indonesian.	2	✓

Picture 4.20
Outline Score

5) Smart Puzzle

Smart is a puzzle game that serves to organize the accuracy students scrambled picture. This game is nothing special for the class level.



Picture 4.21
Smart Puzzle

3. Effects of E - learning

E-learning is the future of student learning concept now. Exploiting advanced technology in the present is a concern for education. Internet often abused by people - people, especially children - children, teens and adults. They like to go to the cafe (internet cafes) only for a moment, like playing games, downloading images that are not good and others. Thus the Insan Amanah Elementary School effort in shaping the character of students is human trustful personality. Can use the time well.

This is consistent with the vision - mission related principals of e-learning:

Ingin membina anak-anak yang nantinya menjadi generasi berilmu, berkepribadian, IMTAQ & IPTEK masuk, berkepribadian mempunyai budi pekerti luhur, berkarakter

kuat, bagi kita nilai nomor sekian, meskipun pemerintah memberi patokan standard orientasi pada hasil nilai tapi bagi kita nilai nomer sekian yang penting dampak dari pembelajaran itu justru yang lebih penting. Dengan secara moral, psikis, fisik, anak-anak memiliki proses yang lebih baik itu yang harus prioritaskan/harapkan Nampak pelan tapi pasti dan istiqamah. Ketika anak lulus dari sini prestasi, kepribadian, karir kami ikut senang. Meski hanya alumni. Seperti SMP, SMA, Kuliah hanya tinggal memoles karena cikal bakalanya adalah di SD (Golden Age). Karena mengajar itu yang sulit dimasa anak-anak, misalnya anak pintar dikarenakan dirinya sendiri karena guru, orangtua, dan sekolah hanyalah fasilitator saja. Anak tersebut mengkonstruksi pemikirannya sendiri. Bagaimana 1+1 itu bisa dipahami sebagai penalaran untuk anak.

Want to educate children who will become knowledgeable generation, personality, science & technology IMTAQ entry, personality has a noble character, strong character, so for us the value of numbers, although the government provides a standard benchmark results orientation value but for us the value of numbers so that important impact of the learning actually more important. With the moral, psychological, physical, kids have a better process it should prioritize/expecting seems slowly but surely and constancy. When children graduate from here achievement, personality, and career we are happy for. Although only graduated. Like the junior high, high school, just stay Lecture polish because embryo is in Elementary School (Golden Age). Because it is difficult to teach future children, for example, because the smart kid him for teachers, parents, and the school is just a facilitator. Students construct own thoughts. How 1 +1 it can be understood as reasoning for children.¹⁰

Due to rapid advances in Internet technology, e-learning should be made in such a way to attract students. This was reinforced by the opinion of Mr. Imam:

Karena, e-learning sebagai arahan dari pengguna internet sebagai media belajar siswa. Internet seringkali dipakai hanya untuk kegiatan social media seperti facebook, twitter

¹⁰Interview with Mrs. Diny headmaster Insan Amanah elementary school Malang dated October 23, 2013. Hours 7:37 pm

dll. Maka, SD Insan Amanah berusaha untuk menanggulangi hal yang tidak bermanfaat dari penggunaan internet dan pengarahan yang baik untuk siswa.

Because, e-learning as the direction of users of the Internet as a media student learning. Internet is often used only for activities of social media like Facebook, twitter and others. Thus, Insan Amanah Elementary School, trying to cope with things that do not benefit from the use of the internet and a good guidance for the students.¹¹

Then Mrs. Diny give opinions as well, namely:

Di era globalisasi ini era IT itu sudah menjadi pembiasaan baik di rumah maupun di sekolah dan itu harus dimanfaatkan, diberdayakan, dikembangkan sebaik-baiknya itu alasan kami, sebab kalau arus teknologi yang sudah sedemikian deras, kemudian anak-anak tidak diarahkan ke hal-hal yang baik. Justru mereka akan tersesat. Maka dari itu kami ingin mengarahkan ke arah yang baik yaitu dengan menggunakan e-learning, karena e-learning bisa diakses dimana saja, bisa di rumah sambil leleh-leleh sambil istirahat anak-anak bisa mengakses lewat jalur internet kami, website kami, bisa di sekolah menggunakan LCD proyektor dan di sekolah juga disediakan hotspot. Jadi setiap kelas itu bisa memanfaatkan itu untuk memakai e-learning-nya langsung dari komputer P. Imam dengan link tersambung ke semua jaringan. Jadi pembelajaran kita benar-benar kontekstual, yang namanya anak contohnya : anak – anak tidak tahu yang namanya Badai Topan Lamina itu seperti apa, itu P. Imam bisa membuat berdasarkan requestnya guru-gurunya, “Tolong pak di buatlah/siarkan tentang ini, ini, ini...” disharekan lewat hotspot lalu anak-anak bisa tahu tentang ini, bisa melihat tidak membayangkan.

In this era of globalization it has become habituation IT both at home and at school, and it should be used, empowered, developed as well as possible the reasons we, because if the current technology that is so heavy, then the kids are not directed to it good stuff. Instead they will get lost. Therefore we want to steer towards the good is by using e-learning, e-learning because it can be accessed anywhere, be at home while break while the kids can access via Internet, our website, can be schools using the LCD

¹¹Interview with Mr. Imam is teacher and admin e-learning in Insan Amanah elementary school Malang, dated October 17, 2013. 07.30 pm

projector and at school also provided a hotspot. So every class that can use it to put its e-learning directly from the computer connected P. Imam with links to all networks. So we really learning contextually, whose name children for example: the child - the child does not know the name Cyclone Lamina's like what, the P. Imam can make the request by the teachers, "Please Mr., pack in to back/broadcast about this, this , this ... shared via hotspot then the children can know about this, cannot imagine seeing.¹²

Reinforced by the exposure of data by source, as follows:

Kemajuan zaman yang tidak bisa dihindari paling tidak harus mengikuti salah satunya teknologi informasi yang semakin cepat secara otomatis sekolah yang tidak mengenal teknologi informasi akan ketinggalan dan sebaliknya sekolah yang mengenal Teknologi informasi seperti media e-learning ini akan berkembang cepat, dan e-learning di SD Insan Amanah ini masih awal dan kedepan dalam jangka waktu tiga – empat tahun ke-depan akan kita kembangkan lebih baik lagi. Sementara masih dalam taraf intern saja, dalam arti untuk pembelajaran di kelas/untuk sendiri digunakan anak-anak dan kedepannya anak-anak bisa digunakan dirumah. Dengan system jaringan internet. Termasuk kedepannya akan membuat jaringan informasi bersama sekolah juga salah satu cakupan dari e-learning, dan e-learning tidak hanya pembelajaran tapi bisa dipakai system penyimpanan data sekolah, lebih dikembangkan lagi, e-learning adalah skope hanyaksub dari bagian SD Insan Amanah.

Progress is inevitable times that at least one of which must comply with the increasingly rapid information technology school that does not automatically recognize information technology will be left behind and opposite the school who knows of information technology such as e-learning media will evolve rapidly, and e-learning in Insan Amanah Elementary School is still early in the period and the next three - four years-ahead we will develop better. While still under internal, in the sense of learning in the classroom / for own use children and future children can use the Internet network in home. With system Including the future will make the network information with the school is also one of the scope of e-learning and e-learning are not only learning but could use school data storage system,

¹²Interview with Mrs. Diny headmaster Insan Amanah elementary school Malang dated October 23, 2013. Hours 7:37 pm

developed further, will define e-learning is just a sub from the Insan Amanah Elementary School.¹³



¹³Interview with Mrs. Endah deputy curriculum in Insan Amanah elementary school Malang, Dated October 23, 2013 7:52 pm Hours

CHAPTER V

ANALYZE DATA

This chapter will explain the analysis of field data with theory. Researcher using qualitative descriptive analysis (Exposure) by analyzing data obtained from interviews, observation, and documentation for researchers to conduct research at institutions associated primary schools, namely Insan Amanah Elementary School of Malang. The data obtained by the researcher from the research will be analyzed in accordance with the formulation of the above problem. (A) What is the application of e-learning in schools Insan Amanah Elementary schools of Malang, (b) How does the evaluation of e-learning in Insan Amanah Elementary School of Malang. For more details, analysis of the results of the research will be described as follows:

A. Implementation of E-learning in Insan Amanah Elementary School Malang

Insan Amanah Elementary School is the only school that wears the e-learning program in the city of Malang. This school has a vision and mission that e-learning will lead elementary school students master the human being proficient in science and technology and also IMTAQ.

From the data obtained, that theory of e-learning are as follows:

1. E-Learning

E-learning or electronic learning is a process that is applied to the development of technology in the delivery of knowledge in teaching and learning. E-Learning is increasingly recognized as one way to tackle the problem of education, both in developed countries and in developing countries such as Indonesia. As an archipelago, Indonesia is experiencing problems in the process of leveling the education of its people because of the distance, therefore the e-learning is an option that can be applied. In the literature, the expert defines e-learning as follows:

- a. E-Learning is a generic term for all of technologically supported learning using an array of teaching and learning tools as phone bridging, audio and video tapes, teleconferencing, satellite transmissions, and the more recognized companies web-based training or computer aided instruction also Commonly Referred to as online courses.¹
- b. E-learning is learning in which technology plays a major role in the delivery of content and the communication between instructor and students and between students.²

Then the defining philosophical Cisco *e-Learning* as follows:

¹Soekartawi, Haryono and Librero, (2002)

²Parker, Judith (2009)

- a. E-Learning is delivery information, communication, education, training on-line.
- b. E-Learning provides set tools that can enrich value learning conventional (a model of learning conventional, study against book text, CD-ROM and training based computer) so can answer challenge development globalization.
- c. E-Learning is not mean replacing the model of learning in conventional class, but reinforce learning models mentioned through enrichment content and development technology education.
- d. Capacity student very varies dependent on form contents and way delivery.

Based on the above definition and philosophy, can be explained that in principle, e-Learning can be defined as learning that uses electronic media as tools help him, the electronic media can be in the form of the Internet, TV, CD ROM, Radio, teleconference, and so forth. The concept of e-Learning must adapt elements commonly done in conventional learning system.

This is consistent with the fact that there are in the field. That e-learning is a form of web-based learning on-line. Such statements expressed by the pack priest owners of e-learning ideas elementary school personnel trustful that the

E-learning can be defined as a web-based online learning.³

2. Application of E-Learning

a. Outside formal learning

The implementation of e-learning using computers, tablet PCs, laptops installed adobe flash player applications and Internet browsers (Mozilla Firefox, Google Chrome). Go to the website which provides the facility of e-learning, such as *ilmukomputer.com*, *sdinsanamanah.com* and much more. Then select the kinds of e-learning to be played. E-learning can replace teachers in the classroom to learn anywhere.

b. In class

E-learning using an LCD projector to show slides in a computer lab, so that students can clearly see the teacher commands.

First, the teacher with the school's IT team to make the material and then the material entered into e-learning. Processed and given additional audio-visual and video.

Second, the display on lcd projector.

Third, provide evaluation questions related to the material that has been taught to student.

³Interview with Mr. Imam, October 17, 2013. 7:37 pm

Fourth, e-learning automatically scoring value.

3. Urgency of E-learning

Many children use the Internet always used to open the social sites like *facebook*, *twitter* and *online games*. They always use it for games and chat that there is no benefit. Then be made to e-learning. E-learning can help students who do not like the problems utilizing internet services properly. The concept of e-learning are always helpful in the learning process of students. Can assist teachers in teaching and learning in the classroom.

B. Evaluation with using e-learning in Insan Amanah Elementary School

Evaluation of use of e-learning is very fast, and can be revised if any of the input values. Exercises that have been made already automatically calculates the total value of a matter that has been done.

The advanced a model of learning theory based on constructivism in e-learning environments. The three categories for the model includes elements of Constructivism:

1. The Design of Learning Activities
2. Learning Assessment
3. Instructor's Roles

The design of learning activities included collaboration, cooperation, multiple perspectives, real-world examples, scaffolding, self-reflection, multiple

representations of ideas, and social negotiation. The learning assessment elements consisted of instructor assessment, collaborative assessment, and self-assessment. The instructor's roles were coaching, guiding, mentoring, acknowledging, providing feedback, and assessing student learning.

The present study are include all the essential elements of constructivism and better categorizes the elements of constructivism learning for designing assignments / activities in e-learning environments.

Figure 1 depicts the new models. The Model is comprised of two categories: the learning design elements and learning assessment elements. The learning design elements include fundamental design elements and collaborative design elements. The fundamental design elements are essential for designing learning activities. They include the following nine elements:

1. Conceptual interrelatedness and interdisciplinary learning
2. Exploration
3. Higher-order thinking skills
4. Learner's driven goals and objectives
5. Learner's own previous experiences
6. Learner's self-mediating and control of learning
7. Learner's self-reflection

8. Real world examples and relevant
9. Scaffolding that can be used to the make learners think above and beyond what they normally know.

The collaborative design elements for learning activities include the following five elements:

1. Learners' collaboration
2. Learners' cooperation
3. Learners' multiple perspectives
4. Learners' multiple representations of content / idea / concept
5. Social negotiation among learners⁴

Learning assessment elements are integral to the learner-centered models for designing e-learning assignments / activities. Assessment as "...the systematic basis for making inferences about the learning and development of students. More specific, assessment is the process of defining, selecting, designing, collecting, analyzing, interpreting and using information to increase students learning and development.

⁴Koohang, Riley, Smith, &Schreurs, E-Learning and Constructivism: From Theory to Application, Macon State College, Macon, Georgia, USA page 95

The learning assessment elements of the learner-centered models for designing e-learning assignments / activities include the following three elements:

1. Individual self-assessment
2. Team collaborative assessment
3. The facilitator's assessment⁵

C. Design of E-learning at Insan Amanah Elementary School Malang

While it is clear that information and communications technology offers tremendous opportunities for capturing, storing, disseminating and communicating a wide variety of information, does it influence learning, and if it does, what is the nature and extent of that influence? These questions are at the heart of a longstanding debate and discussion on the influences of media on learning.

The origins of this debate and discussion on the influences of media on learning date back to the invention of radio and television. On developing a camera that used film rolls, Thomas Edison had expected that the motion picture would revolutionize education and make schooling a lot more attractive and motivating for students. Commentators of that time had suggested that instead of wanting to stay away from school, students would rush back to school and not want to leave school. While we know that this did

⁵Ibid, page 96

not actually happen, the moving image did influence our ability to represent many things in many different ways, in and outside of school.

E-Learning is a distance learning (distance learning) that utilizes computer technology, computer networks and the Internet as a method of delivery, interaction, and facilitated and supported by various other forms of learning services.

E-Learning allows learners to learn through computers in their respective places without having to physically go to follow the lessons / lectures in class. E-Learning often understood as a form of web-based learning that can be accessed from the intranet on a local network or the Internet. Actually, the e-Learning material should not be distributed on-line either through a local network or the Internet, the distribution of off-line using media CD / DVD also includes a pattern of e-Learning. In this case the application and study materials are developed as needed and distributed via CD / DVD media, then the learner can take advantage of the CD / DVD and learn in a place where he is.

Therefore, it is arguable that in most contemporary technology enhanced learning environments where media is skillfully integrated with the instructional method, media can and do play a very influential and critical role in learning and teaching. In these contexts, media play a critical and a very important role in achieving the intended learning outcomes for the students. They serve to motivate students with clever use of sound, pictures and animation. They are also very useful in representing contexts and situations

from the real world which are harder to bring into the classroom for live demonstrations. These learning environments skillfully utilize the strengths of various media attributes with powerful learning strategies such as problem solving, collaborative inquiry and critical reflection to engage learners in meaningful and motivating learning tasks. In such educational settings media take on a very important role in both learning and teaching. Learning and teaching is adversely affected when media are not skillfully integrated into the learning experiences. Conversely, learning and teaching is optimized when media have been carefully selected and applied with sound instructional strategies to serve specific learning needs in different domains of learning.

CHAPTER VI

CLOSING

A. CONCLUSION

E-learning is one of the efforts in the world of education to help the school. Recent breakthroughs in the world of education in the era of advanced IT. Electronic learning help students overcome learning difficulties can be reduced by it. So from the research that has been investigated by researchers to conclude that e-learning is learning by using the web-based interactive features. Researchers conclude that e-learning is learning that combines sophisticated conventional teaching in this IT era.

From the result, research can divide from focus into conclusion. That is:

1. Implementation of E-Learning at Insan Amanah Elementary School

Based on finding result, implementation e-learning at Insan Amanah Elementary School that used two application it is internet browser and macromedia flash player. E-learnig can improve motivation studies student at Insan Amanah Elementay School.

2. Design of E-learning at Insan Amanah Elementary School

E-learning design by IT team at Insan Amanah Elementary School. The design is from teacher that collected data and IT team handle it.

3. Effect of E-learning at Insan Amanah Elementary School

The effect of e-learning at Insan Amanah Elementary School that, e-learning can use for student and teacher to study about matter in the class and other lesson.

The Insan Amanah Elementary School to prove to the world of education, e-learning can change the student likes to play and be replaced by social media e-learning is currently being developed.

B. SUGGESTION

1. For Human Primary Schools Mandate

E-learning that has been made to continue to develop more interactive, with models like the cartoon adventures of "Dora the Explorer or Diego" more interactive. But all need a process, and researchers believe primary school mandate beings capable of making.

2. For teachers and prospective teachers of primary school

Teachers are very influential in shaping the character of the students, the researchers hope that today's master teachers in IT as a learning medium.



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BUKTI KONSULTASI SKRIPSI
JURUSAN PENDIDIKAN GURU MADRASAH IBTIDAIYAH

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Judul : "IMPLEMENTATION OF E-LEARNING IN INSAN
AMANAH ELEMENTARY SCHOOL MALANG"
Dosen Pembimbing : Dr. H. Abdul Malik Karim A., M.Pd.I.

No.	Tgl/ Bln/ Thn	Materi Konsultasi	Tanda Tangan Pembimbing Skripsi
1.	1/10/2013	Revisi BAB IV "Langkah-langkah Steps of Research)	Mar
2.	3/10/2013	Chapter IV "The Chart of teaching elearning"	Mar
3.	13/11/2013	Chapter IV narration from interview include	Mar
4.	21/11/2013	Chapter V "Data Analysis"	Mar
5.	23/12/2013	Chapter V "To make comparative from references"	Mar
6.	02/01/2014	Penyusunan Skripsi b. Inggris	Mar
7.	11/03/2014	Revisi BAB I, II, IV, V	Mar

Malang, 2 April 2014..

Mengetahui

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APPENDIX

A. Interview Guide

1. Wawancara ke - 1

Di bawah ini adalah wawancara yang dilakukan oleh peneliti dengan guru wali kelas sekaligus admin e-learning Sekolah Dasar Insan Amanah:

P: Siapa yang memiliki ide dan yang membuat program e-learning di SD Insan Amanah?

N1: Saya sendiri yang membuat dan memiliki ide e-learning. Pada tahun 2006 awal masuk menjadi pengelola blog SD Insan Amanah. Saya menggeluti bidang multimedia interaktif di SD Insan Amanah, dan setelah itu saya kembangkan bersama tim IT untuk membuat semacam web untuk belajar siswa. Dan jadilah e-learning seperti saat ini.

P: siapa yang menjadi objek dalam pembelajaran e-learning?

N1: objek e-learning adalah anak-anak dan guru untuk dipelajari. Guru dapat mengajar sambil belajar dengan mengajarkan e-learning kepada siswa. Karena itu e-learning ini tidak terbatas oleh ruang & waktu. Anak – anak bisa mengakses dimanapun mereka berada asalkan ada perangkat yang support untuk bisa mengakses web SD Insan Amanah.

P: Siapa yang membuat materi dalam pembelajaran e-learning?

N1: semua guru mengumpulkan materi yang hendak diajarkan kepada siswa kemudian di olah oleh admin e-learning.

P: Apa yang dimaksud dengan e-learning menurut narasumber?

N1: E-learning dapat diartikan sebagai pembelajaran yang berbasis web online.

P: Apa kelebihan dan kekurangan e-learning?

N1: Kelebihan, 1. Tidak dibatasi oleh PC Komputer. 2. Efektivitas waktu dalam penggunaan elearning. 3. Bisa dipakai diberbagai tempat. 4. Ada latihan soal dan evaluasi hasil soal.

Kelemahan: Kelemahan ini terletak di dalam pengembangan media yang sedang dikerjakan oleh admin e-learning.

P: Apa software yang digunakan dalam membuat e-learning?

N1: software yang dipakai yaitu macroflash media, wondershare dan quizcreator.

P: Apa saja model-model e-learning yang diterapkan ?

N1: yaitu ada MILLIONARE, MULTIPLE QUESTIONS, TTS

P: Kenapa harus e-learning yang diterapkan di SD Insan Amanah?

N1: Karena, e-learning sebagai arahan dari pengguna internet sebagai media belajar siswa. Internet seringkali dipakai hanya untuk kegiatan social media seperti facebook, twitter dll.Maka, SD Insan Amanah berusaha untuk menanggulangi hal yang tidak bermanfaat dari penggunaan internet dan pengarahan yang baik untuk siswa.

P: Kapan e-learning mulai diterapkan di SD Insan Amanah?

N1: E-learning diterapkan saat saya sudah masuk ke SD Insan Amanah di amanahi sebagai IT dan timnya bersama-sama pada tahun 2006 membuat blog profil SD Insan Amanah, kemudian seiring berjalannya waktu, saya bersama tim membuat inovasi baru yaitu e-learning dengan basis web online. Dan bisa e-learning diakses di alamat ICTSDInsanAmanah.com

P: Dimana siswa bisa menggunakan e-learning?

N1: Dimana saja bisa asal ada koneksi ke internet.

P: Bagaimana caranya untuk mengoperasikan e-learning?

N1: cara mengoperasikan, pertama – tama nyalakan PC / Laptop, tablet PC dan alat elektronik yang memiliki spesifikasi macroflash media dan internet. Kedua, buka alamat sdinsanamanah.com/ICT SD Insan Amanah kemudian akan muncul beberapa kolom menu yaitu beranda, sekolah, guru, akademik, kesiswaan, fasilitas, e-learning dan hubungi kami. Pilih menu e-learning dan

silahkan ada beberapa macam e-learning dan juga jenis kelas di masing – masing mata pelajaran.

P: Bagaimana penerapan pembelajaran e-learning?

N1: Di gunakan pada waktu mata pelajaran e-learning di lab. Komputer yang sudah terkoneksi dengan internet.

P: Bagaimana evaluasi dengan menggunakan e-learning?

N1: evaluasi di dalam menggunakan e-learning adalah sudah otomatis muncul ketika anak-anak selesai dengan pekerjaannya. Yaitu jika sudah 100 % mengerjakan semua soal, jika hanya 80% saja masih belum bisa.

(W 1: Wawancara Ke-1 Bapak Imam sebagai admin dan guru e-learning SD Insan

Amanah, P: Peneliti, N1: Narasumber 1, 17-10-2013. 07.37)

2. Wawancara ke- 2

Dibawah ini adalah hasil paparan data wawancara peneliti dengan ibu

Diny kepala sekolah Sekolah Dasar Insan Amanah Malang:

P: Darimana ide e-learning didapatkan?

N2: Program e-learning berasal dari raker (rapat kerja) 5 tahun yang lalu dari wacana luar tentang e-book, e-learning kita langsung menindak lanjuti, dalam artian dari pihak IT, kepek dan lembaga punya ide yang sama untuk bisa mengembangkan program e-learning pada anak-anak karena zaman sekarang tidak ada anak yang tidak punya jaringan internet/gadget semua pasti punya. Maka hal tersebut harus kita manfaatkan.

P: Apakah betul awal dari ide e-learning berasal dari blog profil SD Insan Amanah?

N2: Betul, dari kepek & lembaga memiliki keinginan dan juga ditunjang oleh P. imam yang memiliki keahlian di bidang itu.

P: Kenapa harus e-learning yang diterapkan di SD Insan Amanah?

N2: Di era globalisasi ini era IT itu sudah menjadi pembiasaan baik di rumah maupun di sekolah dan itu harus dimanfaatkan, diberdayakan, dikembangkan sebaik-baiknya itu alas an kami, sebab kalau arus teknologi yang sudah sedemikian deras, kemudian anak-anak tidak diarahkan ke hal-hal yang baik. Justru mereka akan tersesat. Maka dari itu kami ingin mengarahkan ke arah yang baik yaitu dengan menggunakan e-learning, karena e-learning bisa diakses dimana saja, bisa di rumah sambil leleh-leleh sambil istirahat anak-anak bisa mengakses lewat jalur internet kami, website kami, bisa di sekolah menggunakan LCD proyektor dan di sekolah juga disediakan hotspot. Jadi setiap kelas itu bisa memanfaatkan itu untuk memakai e-learning-nya langsung dari komputer P. Imam dengan link tersambung ke semua jaringan. Jadi pembelajaran kita benar-benar kontekstual, yang namanya anak contohnya : anak – anak tidak tahu yang namanya Badai Topan Lamina itu seperti apa, itu P. Imam bisa membuat berdasarkan requestnya guru-gurunya, “Tolong pak di buat kan/siarkan tentang ini, ini, ini...” disharekan lewat hotspot lalu anak-anak bisa tahu tentang ini, bisa melihat tidak membayangkan.

P: Apa yang dimaksud dengan E-Learning menurut Ibu Kepsek?

N2: “Pembelajaran atau proses belajar mengajar melalui dunia maya “dalam arti tidak harus kontrak secara fisik guru dengan siswa tetapi siswa bisa belajar lewat media elektronik tersebut, ada bukunya, ada sumber belajarnya dan anak-anak bisa mengikuti tahapan-tahapan & langkah-langkah yang sudah diberikan lewat e-learning dalam proses belajar. Jadi, anak-anak, yang kita tanamkan disini adalah siapapun bisa jadi guru, meskipun penjaga sekolah, satpam bisa jadi guru. Dan di manapun tempatnya itu adalah sekolah jika itu adalah sifatnya melakukan pembelajaran baik dirumah, dikamar dimana-mana itu adalah sebuah kelas.

P: Apa Visi-misi ibu kepsek ?

N2: ingin membina anak-anak yang nantinya menjadi generasi berilmu, berkepribadian, IMTAQ & IPTEK masuk, berkepribadian mempunyai budi pekerti luhur, berakarakter kuat, bagi kita nilai nomor sekian, meskipun pemerintah memberi patokan standard orientasi pada hasil nilai tapi bagi kita nilai nomer sekian yang penting dampak dari pembelajaran itu justru yang lebih penting. Dengan secara moral, psikis, fisik, anak-anak memiliki proses yang lebih baik itu yang harus prioritaskan/harapkan Nampak pelan tapi pasti dan istiqamah. Ketika anak lulus dari sini prestasi, kepribadian, karir kami ikut senang. Meski hanya alumni. Seperti SMP, SMA, Kuliah hanya tinggal memoles karena cikal bakalnya adalah di SD (Golden Age). Karena mengajar itu yang sulit dimasa anak-anak, misalnya anak pintar dikarenakan dirinya sendiri karena guru, orangtua, dan sekolah hanyalah fasilitator saja. Anak

tersebut mengkonstruksi pemikirannya sendiri. Bagaimana 1+1 itu bisa dipahami sebagai penalaran untuk anak.

(W2: Wawancara Ke-2 dengan Ibu Diny Kepala Sekolah SD Insan Amanah,

P: Peneliti, N2: Narasumber 2, 23-10-2013. 07.37)

3. Wawancara ke- 3

Dibawah ini adalah hasil wawancara antara peneliti dengan ibu Endah waka kurikulum Sekolah Dasar Insan Amanah:

P : Ide e-learning berasal dari mana ?

N3 : Kami mempunyai tim PSB & IT, didalam struktur SD Insan Amanah ada kepek, wakasek, dan ada penanggung jawab. Penanggung jawab yang ada dibawahnya memegang tim IT dan PSB (Pusat Sumber Belajar) yang memiliki ide untuk membuat e-learning karena Zaman sekarang semakin maju pesat kemudian anak-anak sudah mengenal internet, makanya kita mewadahi dengan e-learning.

Sebenarnya e-learning itu tidak hanya berkaitan dengan internet saja, sebetulnya e-learning itu dibuat untuk sumber belajar yang berbaur teknologi informasi bisa dibuat e-learning.

P : Kenapa harus e-learning?

N3 : Kemajuan zaman yang tidak bisa dihindari paling tidak harus mengikuti salah satunya teknologi informasi yang semakin cepat secara otomatis sekolah yang tidak mengenal teknologi informasi akan ketinggalan dan sebaliknya sekolah yang mengenal Teknologi informasi seperti media e-learning ini akan berkembang cepat, dan e-learning di SD Insan Amanah ini masih awal dan kedepan dalam jangka waktu tiga – empat tahun ke-depan akan kita kembangkan lebih baik lagi. Sementara masih dalam taraf intern saja, dalam arti untuk pembelajaran di kelas/untuk sendiri digunakan anak-anak dan kedepannya anak-anak bisa digunakan dirumah. Dengan system jaringan internet. Termasuk kedepannya akan membuat jaringan informasi bersama sekolah juga salah satu cakupan dari e-learning, dan e-learning tidak hanya pembelajaran tapi bisa dipakai system penyimpanan data sekolah, lebih dikembangkan lagi, e-learning adalah skope hanyakasub dari bagian SD Insan Amanah.

P : Apa Kurikulum yang dipakai di e-learning?

N3 : Kurikulum masih mengacu kepada kurikulum lama yang kita anut, untuk kelas 1,2,3,4 menggunakan kurikulum 2013. Karena didalam e-learning ada latihan soal yang mengacu kepada saat pembelajaran, untuk kelas 5&6 masih KTSP. Untuk kurikulum diknas kita ramu lalu dimasukkan program yaitu e-learning.

P : Apa menurut Anda pengertian dari E-Learning?

N3 : E-learning yaitu pembelajaran berbasis teknologi informasi bahwa pembelajaran itu mengacu kepada teknologi informasi sebagai dasar pengembangannya maupun sebagai sarana untuk membuatnya. Seperti itu.

(W 3: Wawancara Ke-3, P: Peneliti, N3: Narasumber 3, 23-10-2013. 07.52)

4. Wawancara ke- 4

Di bawah ini adalah hasil wawancara antara peneliti dengan salah satu siswa Sekolah Dasar Insan Amanah Malang:

P : Berapa bulan sekali main e-learning waktu dirumah?

N4 : 1 bulan sekali untuk main e-learning.

P : Berapa kali main e-learning waktu disekolah?

N4 : Kadang 2, kadang 1 kali.

P : Yang diajarkan di e-learning apa yang disukai?

N4 : Pelajaran IPA

P : Apakah anda suka dengan e-learning?

N4 : Suka.

(W 4 : Wawancara Ke-4, P: Peneliti, N4: Narasumber 4, 25-10-2013. 09.05)

B. Documentation E-Learning on Insan Amanah Elementary School



C. Documentation of Insan Amanah Student Activity

