APPENDICES

Appendix 1 Attachment Letter



Appendix 2 Sample of the study VI A CLASS (Try-out Student)

NO	NAMA SISWA
1	Komang Andre Armawan
2	Putu Angga Sastrawan
3	Ketut Aprilian Dwi Permana
4	I Gusti Ketut Arvika Saghita A
5	Putu Ardianti Pramestya Dewi
6	Made Auryn Ginalih Rusmantara
7	Kadek Avesta Maheswara Wijaya
8	Made Darda Natha Kumara
9	Made Demira Agustana Putri
10	Dery Septiyan Virgalis
11	Gede Dharma Putra Wijaya
12	Nymn Dimas Tribawana Widya S
13	Ida Ayu Febina Santiani Putri
14	Hika Ulani Asril
15	Irfan Arya Permana V D T K S T P
16	Putu Kanaya Anassuya
17	Putu Kenzie Beatricia Parta N
18	Putu Kinara Agnydiva Sukiada
19	Nandia Putri Ida Ayu Kade
20	Pande Putu Eka Wiri Satriaji
21	Komang Pandu Wirottama P

22	Ni Made Rianti Wika Oktavia P
23	Putu Seravina Ananda Delani
24	Gede Tyo Eka Nugraha
25	Putu Vania Sri Kusuma Dewi
26	Kadek Widhiartama
27	Made Wira Prayoga
28	Gede Deva Nanada Dinata
	VI B (Control Group)
NO	NAMA SISWA

NO	NAMA SISWA
1	Ketut Andra Dinata Kusuma Riawan
2	Putu Anggy Myiesha Ayu
3	Gede Arya Kusuma Wijaya
4	Ayu Wulan Kirana
5	Ni Kadek Bella Putri Widyastini
6	I Gede Dastan Pradanadyaksa
7	Made Devi Dwivayanti
8	Luh Putu Dewi Sintia Sari
9	Made Dinda Oktareni
10	Ida Ayu Putu Dika Divya Dewi
11	Ni Made Fredline Ristana Lovelya
12	Pt Hinnant Deva Adnyana
13	Ni Kadek Jenar Lakshmi Sanjaya

14	Gede Kenan Vedanara Darmana
15	Luh Putu Kharisma Adi Setianingsih
16	I.G.A Mardhi Kirana Sahwahita
17	Nyoman Nadya Triwahyuni
18	Ketu Narya Kinanta Liang
19	Ida Bagus Nathan Bramastha
20	Komang Nindy Yuli Jayanthi
21	Kadek Puspa Widiani
22	Gusti Ngurah Sena Pratama
23	Putu Theona Dianda Wijaya
24	I Made Wahyu Candra Sutika
25	Nyoman Wichitrananda Budi Darma
26	I Dewa Made Widiatmaja
27	Putu Wilma Danuarsa
28	Ketut Rizki Wira Saputra
29	Kadek Abhika Pradnyana
30	I Kadek Sidhi Mardha Yuda

VI C (Experimental Group)

NO	NAMA SISWA
1	Putu Ayu Meli artini
2	Ananta Caka Iswara Sukawati
3	Putu Arya Manik putrawan

4	Ni Gusti Putu ayu Cintya wahyuni
5	Luh Asri Purnamayani
6	Ngurah arya Werdi Putra
7	A.A Ananda Kirana Parameswari
8	Kadek Ari Juni Asrini
9	Putu Anya Permata
10	Komang Aditya Cassanova Adiptha
11	Kadek Billy Lando
12	Putu Briyan Suma Ardana
13	Rastie Gayatri Putri Robin
14	Gede Genta Widiadnyana
15	Komang Indah Trisna Ningsih
16	I Gusti Ngurah Joey Jayadiningrat
17	Kadek Jodhy Adyastha
18	Putu Marven Satria Wibawa
19	Made Mahatma Putra Sudaya
20	Putu ngurah Randy Agastya U
21	I Gusti Ayu Putri Ratna Mandala
22	Ni Komang Santhi Devi Wijayanti
23	Putu Sandat Aira Kurniawan
24	Ida Ayu Putu Sekar Rinjani
25	Kadek Teguh Wiweka Nanda
26	Kadek Wrestyana Wiweka P

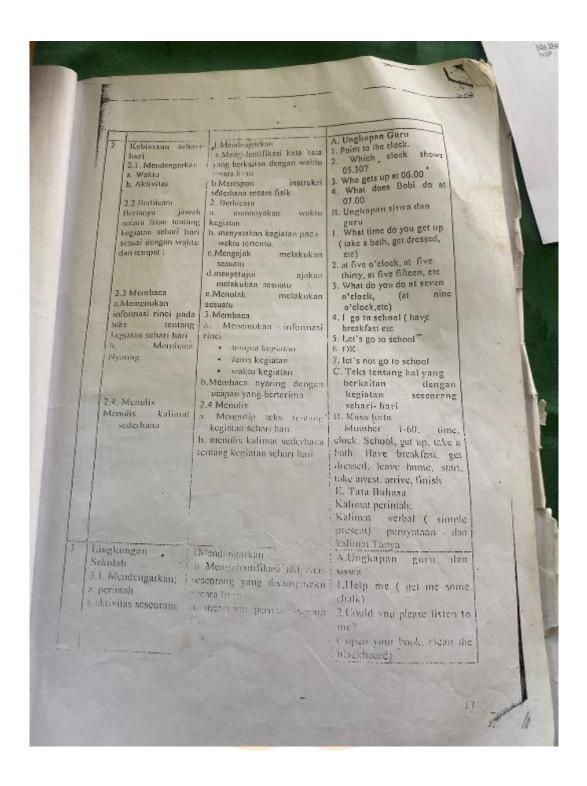
27	I Gede Yugananda Pratama Artha
28	Kadek Mahendra Ananda Krsna S
29	Gede Bimandya Manugraha K
30	Desak Made Arista Felicia

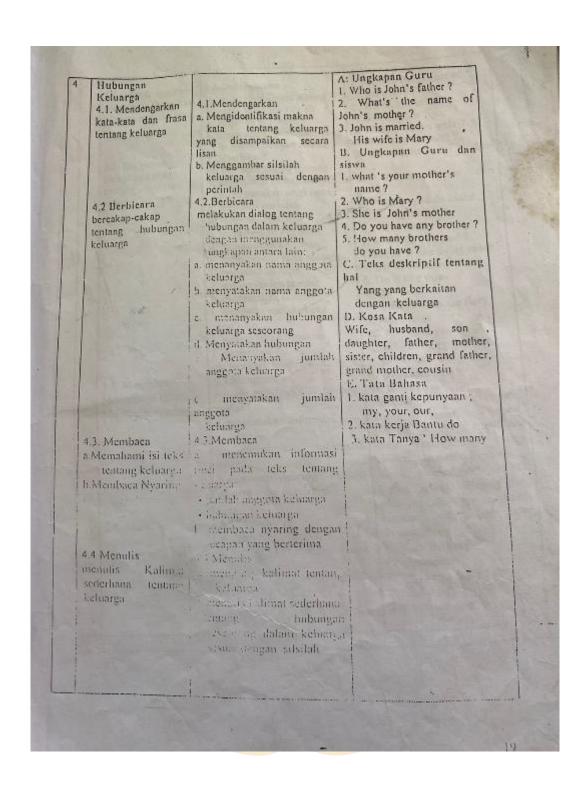


Appendix 3 Blue print SDN 3 Banjar Jawa Teacher's 6th Grades Syllabus

3.2. Berbieara Berdialog tentan; lingkungan sekolah	J.Z.Berbicara Melakukan dialog dengan menggunakan fungsi bahasa yaitu: a. Merespon perintar permunaan secara verbal b. Meminta seseorang melakukan sesuatu e. Minta izin untuk melakukan sesuatu d. merespon seseorang yang mina izin melakukan sesuatu secara verbal Mengajak melakukan sesuatu secara verbal Mengajak melakukan sesuatu merespon ajakan g. melarang seseorang	3 May I sit here, (draw a map, write on the book) 4. Let us sit here (draw a map, write on the wall) 5. Don't sit there (draw a map, write on the wall) B. Respon siswa & guru 1. all right 2. sure 3. OK 4. don't worry 5. No,I won't C. Teks deskriptif tentang Hal yang berkaitan
3,3 Membaca a. memahami is teks tentang lingkungan sekolah b. membaca nyara g	melakukan sesuatu 3.3.Membaca a. menemukan informasi tertentu h menemukan informasi r.nci pada teki, deskriptif tentang sekolah c. Membaca nyaring dengan ucapan yang benerima	dengan sekolah D. Kosa kata I. kata kerja: Sweep, water, clean, write, read, draw, sit stand, raise, open, get, lend turn on, turn off, show work, do, throw 2. kata benda: Yard, dust rubbish, spade, broom, lawr grass, grassknife,
3.4. Menulis a menulis kata, frasa dan kalimat tenta.ag lingkungan sekulah	3.4 Menulis a. menyalin kalimat sederhana tentang lingkungan sekolah b. menulis kata-kata tentang lingkungan sekolah	E. Tata Bahasa 1. Kalimat perintah 2. Penggunaan Modal Auxiliary Could dan Ma

What does Bobi do a b. Aktivitas séderhana secara fisik 07.00 B. Ungkapan siswa dan 2. Berbicam 2.2 Berbienra Berlanya jawah a. menanyakan guru second lisan tentang kegiatan What time do you get up kegiatan sehari hari b. menyatakan kegiatan pada (take a bath, get dressed, waktu tertentu. sesuai dengan waktu c(c) melakukan c.Mengajak 2. at five o'clock, at five dan tempat : thirty, at five fifteen, etc. sosuatu ajakaa d,menyetujui 3. What do you do at seven melakukan sesuatu (at o'clock, melakukan e.Menolak 2.3 Membaca o'clock,ctc) sesuatu a.Memenukan 4. I go to school (have 3.Membaca informasi rinci pada breakfast etc a. Menemukan informasi icks tentang 5. Let's go to school kegiatan sehari hari rinci 6 OK b. Membaca · tempat kegiatan 7. let's not go to school · Jenis kegiatan Myaning: C. Teks tentang hal yang · waktu kegiatan berkaltan dengan b.Membaca nyaring dengan sescoreng kegiatan ucapan yang berterima schari- hari 2.4 Menulis 2.4. Menulis D. Koxa kata Menulis kalimat n. Mengatip teks te-stage Mumber 1-60, time, kegiatan sehari hari sederhana clock. School, get up, take a b. menulis kalimat sederbara bath, Have breakfast, get tentang kegiatan sehari hari diessed, leave home, start, take arrest, arrive, finish E. Tata Bahasa Kalimat perintah. Kalimat verbal (simple present) pernyataan dan kalima Tanya Lingkungan . Sekolah i Mendengarkan A.lingkapan guru dan i a Mengolentifikasi akt mas i siswa 3.1. Mendengarkan, seseorang yang disampanan i 1. Help me (get me some » perintah madam leschalk) haktivitas seseoram, A incres was periodic second 2 Could you please listen to me? t upon your book, clean the blackhnard)





SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
Subject: English	 Students are able to identify Activities at Home Students are able to describe Activities at Home Students are able to produce sentences using present continous tense. 				
Class/Semester:	Learning Activities			Time	
VI/I				Time	
Topic: Daily Activities at Home Lesson/Meeting:	Preliminary: 1. Teacher greets the students with the greeting and lead the pray 2. The teacher checks the attendance of student 3. The teacher introduces the learning method and the learning topic				
3/1			ge about comics by		
Time Allocation: 2 x 35 Minutes (1 x Meeting)	the use of Corlearning, and a directs them to pictures given 2. The teacher promatching pictures daily activities 3. The teacher as activities that 4. The teacher retense.	oplies the treatments which is integrated asking students to name the daily crovides activities are and English s. sks students to nathey usually do.	s in the form of words related to ame other daily	20 minutes	
	Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities				
	Assessment: Knowledge	Skills	Accionmor	nt	
			Assignmen		
	Students answer the Pronunciation Teacher asks students to				
	question about homework given the Daily Activities at Google Classroom re			_	
	Home		Daily Activities a		
	Principal of SDN 3 Banjar Ja Ida Bagus Soma Putra, S.Pd., <u>Viratama</u> NIP: 196209231986061002	wa English P	, 30 th August 2022 ractice Students di Anandystia	it Home	

SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
	Students are able to identify Activities at Home				
Subject:	2. Students are able to describe Activities at Home				
English	3. Students are able to produce sentences using present				
	continous tense.				
Class/Semester:	Learning Activities				
VI/I	Preliminary:				
	1. Teacher greets the students with the greeting and				
Topic:	lead the pray	minutes			
Daily Activities	2. The teacher checks the attendance of student				
at Home	3. Teacher Motivate students by using comics in				
	learning				
Lesson/Meeting:	Main Activity:				
3/2	1. Teachers and students discuss the material and				
7E)*	assignments in Google Classroom that have been				
Time	given previously				
Allocation:	2. The teacher gives students an example of a short	20			
2 x 35 Minutes	story about daily activities by displaying pictures	minutes			
(1 x Meeting)	using Digital Comic.				
	3. The teacher instructs the students to make a short				
	story related to their daily activities at home.				
	4. After discussing the previous activities, the teacher				
	instructs the students to make short conversations				
	with their classmates related to the Daily Activities at Home.				
	Closing Activities:				
	1. Teachers and students conclude the learning activities 5				
	2. The teacher does reflection, feedback, and closing minute				
	the learning activities	IIIIIates			
	3. At the end, the teacher gives a digital comic related				
	to "Daily activities at home" in Google Classroom				
	to prepare for the next meeting				
	Assessment:	•			
	Knowledge Skills				
	Students answer the question about Daily Activities at Home Pronunciation Singaraja, 30 August 2022				
	Principal of SDN 3 Banjar Jawa English Practice Students				
	Ida Dania Cama Datas C D4 M D4 M D4 M - 4- E-4-E-4-E-4-E-4-E-4-E-4-E-4-E-4-E-				
	Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia				
	<u>Viratam a</u>				
	NIP: 196209231986061002 NIM: 1912021073				

SDN 3 BANJAR	LESSON PLAN			
JAWA	Learning Objectives			
	1. Students are able to identify Activities at Home			
Subject:	2. Students are able to describe Activities at Home			
English	3. Students are able to produce sentences using present			
	continuous tense.			
Class/Semester:	Learning Activities			
VI/I	Learning Activities Time Preliminary:			
	1. Teacher greets the students with the greeting and	10		
Topic:	lead the pray			
Daily Activities	2. The teacher checks the attendance of student			
at Home	3. The teacher brainstorms by having discussions			
	with students about the material that has been			
Lesson/Meeting:	taught previously.			
3/3	Main Activity:			
7E) •	1. Teachers and students discuss the material and			
Time	assignments in Google Classroom that have been			
Allocation:	given previously			
2 x 35 Minutes	2. The teacher applying treatment in the form of using	20		
(1 x Meeting)	integrated comics with blended learning and gives minutes			
	students another example of a short story about			
	daily activities by displaying pictures using Digital			
	Comic.			
12	3. The teacher provides opportunities for students to			
	ask questions if there are difficulties found in			
	learning			
	4. The teacher instructs students to interview their			
	classmates about their daily activities at home and			
	make a summary in the form of a short story about			
	their classmate's activities.			
	Closing Activities:			
	1. Teachers and students conclude the learning	_		
	activities	. 5		
	2. The teacher does reflection, feedback, and	minutes		
	closing the learning activities			
	3. At the end, the teacher gives a Final			
	examination related to daily activities at home			
	and prepare for the next meeting through			
	Google Classroom			
	Assessment:			
	Knowledge Skills Assignment			
	Students answer the Pronunciation Final Examination			
	question about Daily			
	Activities at Home			

JAWA	T ' O1' '			LESSON PLAN			
9/1 11/1	Learning Objectives						
	1. Students are able to use expressions related to family.						
Subject:	2. Students are able to understand the content of descript						
English	3. Students are able to write paragraphs about family						
Class/Semester:	Learning Activities			Time			
VI/I	Preliminary:						
	1. Teacher greets the stu	idents with the g	reeting and	10			
Topic:	lead the pray			minutes			
Family	2. The teacher checks the attendance of student						
	3. The teacher introduces the learning method and the						
Lesson/Meeting:	learning topic						
	Main Activity:						
	1. Teacher shows some	pictures of famil	y members				
Time	and instruct students	to mentions nam	e of family				
Allocation:	members.	D = .					
2 x 35 Minutes	2. The teacher applies the	ne treatment by g	giving a	20			
(1 x Meeting)	descriptive text using	comics related t	o family. The	minutes			
l`	teacher and students	discuss related to	the text				
	given.	7					
	3. After discussion, students are given the opportunity						
	to ask questions relate	ed to things that	are difficult	7//			
	and have not been un	derstood.					
	4. The teacher gives a large family chart to students						
	by asking questions below about family						
	relationships.						
	Closing Activities: ///		y.				
	1. Teachers and stud	lents conclude th	e learning				
	activities			5			
7/4	2. The teacher does	reflection, feedb	ack, and	minutes			
	closing the learning	ng activities					
	Assessment:						
	Knowledge	Skills	Assignn	nent			
	Students answer the	Pronunciation	Teacher asks	students			
	question about Family to do homework given						
	through Google						
	Classroom related to						
	Singaraja, 30 th August 2022			2022			
	Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia <u>Viratama</u>			nts			
				ı			
	NIP: 196209231986061002	NIM:	1912021073				

Learning Objectives	SDN 3 BANJAR	LESSON PLAN				
Subject: English 2. Students are able to understand the content of descriptive text 3. Students are able to write paragraphs about family.	JAWA	Learning Objectives				
Topic: Family Lesson/Meeting: 4/2 Time Allocation: 2 x 35 Minutes (1 x Meeting) Allocation: 3. The teacher checks the attendance of student aught previously. Main Activity: 1. The teacher applies the treatment by giving an example of a descriptive text combine with digital comic that describes one family member and discusses it with the students. 2 x 35 Minutes (1 x Meeting) Allocation: 2 x 35 Minutes (1 x Meeting) Allocation: 2 x 35 Minutes (1 x Meeting) Asserting the following the teacher instructs the students to ask their classmates about one of their family members. 3. Students compose a short descriptive text about one of the family members of their classmate 4. The teacher instructs the students to read aloud in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Students answer the question about Family Freliminary: 10 lead the pray minutes 10 minutes 20 minutes 20 minutes 5 Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing minutes the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Skills Students answer the pronunciation giaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Som a Putra, S.Pd., M.Pd. Made Faldi Anandystia	_	2. Students are able to understand the content of descript				
Topic: Family Lesson/Meeting: 4/2 Time Allocation: 2 x 35 Minutes (1 x Meeting) After discussing, the teacher instructs the students to ask their classmates about one of their family members. 3. Students compose a short descriptive text about one of the family members of their classmate 4. The teacher instructs the students to read aloud in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher obes reflection, feedback, and closing the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Students answer the question about Family Singaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa Pronunciation Ida Bagus Soma Putra, S.Pd., M.Pd. Main Eledition and incomposite interesting and lead the pray minutes in minutes in the pronunciation in the class. Ida Bagus Soma Putra, S.Pd., M.Pd. Main Faldi Anandystia	Class/Semester:	Learning Activities	Time			
Topic: Family Lesson/Meeting: 4/2 Time Allocation: 2 x 35 Minutes (1 x Meeting) Alter discussing, the teacher instructs the students to ask their classmates about one of their family members. 3. Students compose a short descriptive text about one of the family members of their classmate 4. The teacher instructs the students to read aloud in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Students answer the question about Family Singaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia Viratama Ida minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 22 Descriptive text about on the family member and discussions with students to read aloud in front of the class. 20 minutes 5 minutes 5 minutes 5 minutes 5 minutes 4 The teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Skills Students answer the question about Family Singaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia		Preliminary:				
3. The teacher brainstorms by having discussions with students about the material that has been taught previously. Main Activity: 1. The teacher applies the treatment by giving an example of a descriptive text combine with digital comic that describes one family member and discusses it with the students. 2. After discussing, the teacher instructs the students to ask their classmates about one of their family members. 3. Students compose a short descriptive text about one of the family members of their classmate 4. The teacher instructs the students to read aloud in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Skills Students answer the Pronunciation Singaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia Viratama	Topic:	lead the pray				
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4. The teacher instructs the students to read aloud in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities 3. At the end, the teacher gives a digital comic related to "Family" in Google Classroom to prepare for the next meeting Assessment: Knowledge Skills Students answer the question about Family Singaraja, 30th August 2022 Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia						
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Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia <u>Viratama</u>						
Principal of SDN 3 Banjar Jawa English Practice Students Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia <u>Viratama</u>		Singaraja, 30 th August 2022				
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		NIP: 196209231986061002 NIM: 1912021073				

SDN 3 BANJAR	LESSON PLAN			
JAWA	Learning Objectives			
	1. Students are able to use expressions related to family.			
Subject:	2. Students are able to understand the content of descrip			
English	3. Students are able to write paragraphs about family			
Class/Semester:	Learning Activities		Time	
VI/I	Preliminary:			
	1. Teacher greets the students	with the greeting and	10	
Topic:	lead the pray		minutes	
Family	2. The teacher checks the atter			
	Main Activity:			
Lesson/Meeting:	1. Teachers and students discu			
4/3	assignments in Google Clas	sroom that have been		
	given previously			
Time	2. The teacher instructs the stu		20	
Allocation:	descriptive text about their		minutes	
2 x 35 Minutes	3. Students are given the oppo			
(1 x Meeting)	related to things that are dif	ficult and have not been		
	understood.			
	4. The teacher instructs the students to read aloud			
	their work in front of the class.			
	Closing Activities:			
	1. Teachers and students conclude the learning activities 5			
	2. The teacher does reflection, feedback, and closing minutes			
	the learning activities	reedback, and closing	Innutes	
	3. At the end, the teacher gives a Final examination			
	related to daily activities at home and prepare for			
	the next meeting through G			
	Assessment:		1	
		Skills Assignr	ment	
	8	unciation Final Exam		
	question about Family	unciation That Exam	iiiatioii	
	question about 1 anniy			
	Singaraja, 30 th August 2022			
	Principal of SDN 3 Banjar Jawa English Practice Students			
	Timapar of SDT(3 Danjar vawa	English Trucace State		
	Ida Bagus Soma Putra, S.Pd., M.Pd.	Made Faldi Anandysti	a	
	Viratama			
	NIP: 196209231986061002	NIM: 1912021073		



SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
	1. Students are able to identify Activities at Home				
Subject:	2. Students are able to describe Activities at Home				
English	3. Students are able to produce sentences using present				
	continous tense.				
Class/Semester:	Learning Activities	Time			
VI/I	Preliminary:				
	1. Teacher greets the students with the greeting and	10			
Topic:		minutes			
Daily Activities	2. The teacher checks the attendance of student				
at Home	Main Activity:				
	1. The teacher asks students to pay attention and				
	directs them to name the daily activities in the				
Lesson/Meeting:	pictures given.				
3/1	2. The teacher provides activities in the form of	20			
		minutes			
Time	daily activities.	TITITO S			
Allocation:	3. The teacher asks students to name other daily				
2 x 35 Minutes	activities that they usually do.				
(1 x Meeting)	4. The teacher reminded the use present continuous				
	tense.				
	Closing Activities:				
	1. Teachers and students conclude the learning				
	activities	5			
	2. The teacher does reflection, feedback, and closing	minutes			
	the learning activities				
	Assessment:				
	Knowledge Skills Assignmen	it			
	Students answer the Pronunciation The teacher gi	ives			
	question about Daily assignments dire	ectly to			
	Activities at Home students to be disc	ussed at			
	the next meeting				
	C' coth A	2022			
	Singaraja, 30 th August	2022			
	Principal of SDN 3 Banjar Jawa English Practice Students				
	Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia	а			
	Viratama				
	NIP: 196209231986061002 NIM: 1912021073				

SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
	1. Students are able to identify Activities at Home				
Subject:	2. Students are able to describe Activities at Home				
English	3. Students are able to produce sentences using present				
	continous tense.				
Class/Semester:	Learning Activities		Time		
VI/I	Preliminary:				
	1	students with the greeting and	10		
Topic:	lead the pray		minutes		
Daily Activities	* *	the attendance of student			
at Home	Main Activity:				
		dents discuss the assignments			
T /3/	from the previous n				
Lesson/Meeting:		xamples of short stories about			
3/2	_	udents by displaying printed	20		
T:	pictures in front of	the class	minutes		
Time	3. The teacher instruct	ts the students to make a short			
Allocation: 2 x 35 Minutes	story related to their	r daily activities at home.			
	4. After discussing the	4. After discussing the previous activities, the teacher			
(1 x Meeting)	instructs the students to make short conversations				
	with their classmates related to the Daily Activities				
	at Home.				
	Closing Activities:				
	1. Teachers and studen	nts conclude the learning			
	activities		5		
	2. The teacher does reflection, feedback, and closing minutes				
	the learning activiti	es			
	Assessment:	al III	/		
	Knowledge	Skills			
	Students answer the	Pronunciation			
	question about Daily				
	Activities at Home				
	Singaraja, 30 th August 20				
	Principal of SDN 3 Banjar Jawa English Practice Studen		nts		
	Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia <u>Viratama</u>		ı		
	NIP: 196209231986061002	NIM: 1912021073			

SDN 3 BANJAR	LESSON PLAN			
JAWA	Learning Objectives			
	1. Students are able to identify Activities at Home			
Subject:	2. Students are able to describe Activities at Home			
English	3. Students are able to produce sentences using present			
	continous tense.			
Class/Semester:	Learning Activities	Time		
VI/I	Preliminary:			
	1. Teacher greets the students with the greeting and	10		
Topic:	lead the pray	minutes		
Daily Activities	2. The teacher checks the attendance of student			
at Home	Main Activity:			
	1. Teachers and students discuss related to the			
T 73.5	material discussed at the previous meeting			
Lesson/Meeting:	2. The teacher gives students another example of a			
3/3	short story about daily activities by displaying	20		
	pictures in front of the class.	minutes		
Time	3. The teacher provides opportunities for students to			
Allocation:	ask questions if there are difficulties found in			
2 x 35 Minutes	learning			
(1 x Meeting)	4. The teacher instructs students to interview their			
	classmates about their daily activities at home and			
	make a summary in the form of a short story about			
	their classmate's activities.			
	Closing Activities:			
	1. Teachers and students conclude the learning			
	activities 5			
	2. The teacher does reflection, feedback, and closing minutes			
	the learning activities			
	Assessment:			
	Knowledge Skills			
	Students answer the Pronunciation			
	question about Daily			
	Activities at Home			
	Activities at Home			
	Singaraja, 30 th Augus	st 2022		
	Principal of SDN 3 Banjar Jawa English Practice Stud	ients		
	Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandystia <u>Viratama</u>			
	NIP: 196209231986061002 NIM: 1912021073			

SDN 3 BANJAR	LESSON PLAN			
JAWA	Learning Objectives			
Subject: English	 Students are able to use expressions related to family. Students are able to understand the content of descript Students are able to write paragraphs about family 			
Class/Semester:	Learning Activities			
VI/I Topic:	Preliminary: 1. Teacher greets the students with the greeting and lead the pray			
Family Lesson/Meeting:	 2. The teacher checks the attendance of student Main Activity: 1. Teacher shows some pictures of family members 			
4/1 Time	and instruct students to mentions name of family members.The teacher gives a descriptive text using comics	20		
Time Allocation:	related to family. The teacher and students discuss	minutes		
2 x 35 Minutes	related to failing. The teacher and students discuss	iiiiiutes		
(1 x Meeting)	3. After discussion, students are given the opportunity			
(1 x Meeting)	to ask questions related to things that are difficult and have not been understood. 4. The teacher gives a large family chart to students by asking questions below about family relationships.			
E	Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities 5 minute			
	Assessment:	<i>y</i>		
	Knowledge Skills Assignm	ent		
	Students answer the question about Family Pronunciation The teacher give assignments directly to students to discussed at the meeting.			
	Singaraja, 30 th August 2022			
	Principal of SDN 3 Banjar Jawa English Practice Students			
	Ida Bagus Soma Putra, S.Pd., M.Pd. Made Faldi Anandyst <u>Viratama</u>	ia		
	NIP: 196209231986061002 NIM: 1912021073			

SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
	1. Students are able to use expressions related to family.				
Subject:	2. Students are able to understand the content of descriptive text				
English	3. Students are able to write paragraphs about family				
Class/Semester:	Learning Activities				
VI/I	Preliminary:				
Topic:	1. Teacher greets the students with the greeting and lead the pray				
Family	2. The teacher checks the attendance	of student			
J	Main Activity:				
Lesson/Meeting:	1. The teacher gives an example of a	descriptive text			
4/2	that describes one family member	and discusses it			
	with the students.				
Time	2. After discussing, the teacher instru	acts the students 20			
Allocation:	to ask their classmates about one of	of their family minutes			
2 x 35 Minutes	members.				
(1 x Meeting)	3. Students compose a short descript:				
		one of the family members of their classmate			
	4. The teacher instructs the students to read aloud in				
	front of the class.				
	Closing Activities:				
	1. Teachers and students conclude the learning				
5	activities	5			
	2. The teacher does reflection, feedba	ack, and closing minutes			
	the learning activities				
	Assessment:				
	Knowledge	Skills			
	Students answer the question about Family Pronunciation				
	Si	ngaraja, 30 th August 2022			
	Finicipal of SDN 5 Banjar Jawa	nglish Practice Students			
	Ida Bagus Soma Putra, S.Pd., M.Pd. M.Viratama	ade Fal di Anandystia			
	NIP: 196209231986061002 NI	IM: 1912021073			
LL					

SDN 3 BANJAR	LESSON PLAN				
JAWA	Learning Objectives				
Subject: English	 Students are able to use expressions related to family. Students are able to understand the content of descripts Students are able to write paragraphs about family 				
Class/Semester:	Learning Activities				
VI/I Topic: Family	Preliminary: 1. Teacher greets the students with the greeting and lead the pray 2. The teacher checks the attendance of student				
Lesson/Meeting: 4/3	Main Activity: 1. Teachers and students discuss the material have been given in previous meeting 2. The teacher instructs the students to make a				
Time Allocation: 2 x 35 Minutes (1 x Meeting)	descriptive text about their own family. 3. Students are given the opportunity to ask questions related to things that are difficult and have not been understood. 4. The teacher instructs the students to read aloud				
É	their work in front of the class. Closing Activities: 1. Teachers and students conclude the learning activities 2. The teacher does reflection, feedback, and closing the learning activities Assessment:				
	Knowledge Skills Students answer the question about Family Representation Pronunciation Pronunciat				
	Principal of SDN 3 Banjar Jawa English Practice States and	Students dystia			

Appendix 5 Validity and Reliability Instrument

A. Original Instrument

POST-TEST

PENELITIAN BAHASA INGGRIS

NAME	•
NUMBER	:
CLASS	:

Read the question below carefully and choose A, B, C, or D, as your best answer!

The following is an example for you.

- 1. Andi is Roger's
- a. Daughter
- > Son
- c. Father
- d. Mother

1.



What are the children doing in the pictures?

- A. Playing
- B. Studying
- C. Eating
- D. Running

The text below is for question number 2-4

Every Sunday, I wake up at 6 a.m. Then, I take a shower and have breakfast. After that, my brother and I Accompany my mom to go to the market near my house. We are happy to go to the market because we can buy delicious food there. Then, I visit my friends' houses and play with them. At noon, I have my lunch. Then I play again with my friends. I usually come home at 4 p.m. Then, I take a shower and do my homework. After that, I have dinner with my family. At 9 p.m. I go to bed.

- 2. What does she do with her brother?
 - A. Goes to her friends' houses
 - B. Has breakfast
 - C. Goes to the market
 - D. Plays with her friends

- 3. What does she do at noon?
 - A. Play with her friends
 - B. Have a lunch
 - C. Take a Shower
 - D. Goes to the market
- 4. What time does she wake up?
 - A. 6 A.M
 - B. 6 P.M
 - C. 9 A.M
 - D. 9 P.M
- 5. Dani....in the afternoon on his bedroom
 - A. Go to fishing
 - B. Goes to fishing
 - C. Take a nap
 - D. Takes a nap
- 6. Andi has ... at 7 P.M
 - A. Lunch
 - B. Dinner
 - C. Breakfast
 - D. Brunch

Read the Comic strip below to answer the question no 7-8



- 7. Who does Udin usually invite when playing guitar?
 - A. His mother
 - B. His friend
 - C. His older sister

- D. His younger sister
- 8. What does Udin do before he takes a bath?
 - A. Plays computer games
 - B. Reads a book
 - C. Plays guitar
 - D. Chat with his friend

Read the conversation below and answer questions no 9-11!

Budi: What do you study on Tuesday?

Dika: I have math, science, English, and Indonesian. What about you?

Budi: I have art, physical education, math, and agriculture.

Dika: I have physical education on Friday but my uniform is broken. Can I borrow yours?

Budi: Sure. I'll wash it after I use it tomorrow.

Dika: Thank you Budi.

- 9. What day does Budi have an art class?
 - A. Friday
 - B. Saturday
 - C. Tuesday
 - D. Sunday
- 10. What day does Budi get physical education subjects?
 - A. Friday
 - B. Tuesday
 - C. Sunday
 - D. Monday
- 11. What did Dika borrow from Budi?
 - A. Uniform
 - B. Pencil
 - C. Bicycle
 - D. Shoes
- 12. Siska usually has a dance practice on weekends.

What does the word "weekend" mean?

- A. Monday & Tuesday
- B. Saturday & Sunday
- C. Thursday & Friday
- D. Tuesday & Wednesday
- 13. Andi has Dinner with their Family

What time is usually "Dinner" held?

- A. 6-9 A.M
- B. 12 A.M 2 P.M
- C. 10-11 A.M
- D. 6-8 P.M
- 14. Dandy Basketball in the basketball court
 - A. Kick
 - B. Play
 - C. Plays
 - D. Kicks

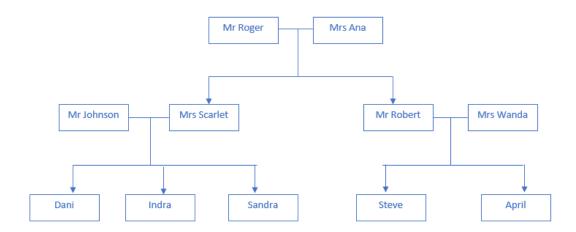
- 15. Sundari A book in the library
 - A. Reads
 - B. Read
 - C. Study
 - D. Studies

The text below is for question number 16-20

Hello my name is Indra and will talking about my family. First my father whose name is Johnson. He is a friendly person, tall and has brown hair. He has blue eyes and a round face. Then my mother whose name is Scarlett. He is quite friendly in the eyes of others, but he can be firm with family members. sometimes my mother scolded me because I made a mistake, and I realized that mother was like that for my good. She has a beautiful face, red hair and also has beautiful brown eyes. I have 2 siblings, the first is Dani as my older brother. Dani is a person who is always happy and likes to joke, he is quite popular among his school friends because of his always cheerful nature. He is 17 years old and has a tall body for his age. Dani has eyes and a face similar to his father's. My next sibling is my younger sister, Sandra, who is now 14 years old. Unlike Dani, Sandra is very similar to her mother, because she has a firm nature. But Sandra also has a beautiful face like her mother and has red hair and brown eyes from her mother. Sandra is also very popular at school because she has a beautiful face, besides that she is also very smart for her age. The three of us have the same passion, which is playing basketball and camping, sometimes we camp on holidays with the whole family to enjoy time together.

- 16. What does the text tell about?
 - A. Indra's Family
 - B. Indra's father
 - C. Indra's siblings
 - D. Family tree
- 17. Who is Dani's and Indra's sister?
 - A. Sinta
 - B. Santi
 - C. Sandra
 - D. Sani
- 18. Who has a similar face to Johnson?
 - A. Scarlet
 - B. Indra
 - C. Dani
 - D. Sandra
- 19. What do they usually do when holidays?
 - A. Riding
 - B. Camping
 - C. Fishing
 - D. Playing Basketball
- 20. Johnson is Scarlet's
 - A. Wife
 - B. Mother
 - C. Son

D. Husband The Family chart below is for question number 21-26



- 21. What is the relationship between Mr. Robert with Sandra?
 - A. Uncle and nephew
 - B. Aunt and niece
 - C. Father and daughter
 - D. Uncle and niece
- 22. Mr. Roger is Steve's
 - A. Grandfather
 - B. Father
 - C. Brother
 - D. Uncle
- 23. Indra is Mr. Robert's
 - A. Son
 - B. Grandson
 - C. Brother
 - D. Nephew
- 24. How many grandsons Mr. Roger has?
 - A. 3
 - B. 4
 - C. 8
 - D. 7
- 25. Mrs. Scarlet is Mrs. Wanda's
 - A. Son-in-law
 - B. Daughter-in-law
 - C. Sister-in-law
 - D. Mother-in-law
- 26. Mrs. Ana is Mr. Johnson's...
 - A. Son-in-law
 - B. Father
 - C. Mother
 - D. Mother-in-law



- 27. Who is seen in the picture?
 - A. Mother
 - B. Father
 - C. Grandmother
 - D. Grandfather



28. Who is seen in the picture?

- A. Father and daughter
- B. Mother and daughter
- C. Brother and sister
- D. Grandfather and Grandmother
- 29. Kusuma is Ratih's father, Ratih is Sinta's mother.

Sinta is Kusuma's....

- A. Father
- B. Granddaughter
- C. Son
- D. Mother
- 30. Uncle is
 - A. Mother/Father's brother
 - B. Grandfather/Grandmother's sister
 - C. Sister's son
 - D. Father's son

B. Instrument Validation

a. Validity

No. of	Correlation	Daya	Tingkat	Significance	
items		Pembeda	Kesukaran		
1	0,502	50	Mudah	Very Significant	
2	0,513	37,5	Sangat	Very Significant	
			Mudah		
3	0,393	25	Mudah	Significant	
4	0,533	75	Sedang	Very Significant	
5	0,462	62,5	Sedang	Very Significant	
6	0,390	62,5	Sedang	Significant	
7	0,656	75	Sedang	Very Significant	
8	0,533	62,5	Sedang	Very Significant	
9	0,472	37,5	Sangat	Very Significant	
	7.		Mudah		
10	0,401	37,5	Sedang	Significant	
11/	0,605	50	Mudah	Very Significant	
12	0,404	25	Mudah	Significant	
13	0,586	50	Mudah	Very Significant	
14	0,463	50	Sedang	Very Significant	
15	0,428	75	Sedang	Significant	
16	0,559	62,5	Mudah	Very Significant	
17	0,490	37,5	Sangat	Very Significant	
	A .		Mudah	A	
18	0,438	50	Sedang	Significant	
19	0,384	37,5	Mudah	Significant	
20	0,521	62,5	Sedang	Very Significant	
21	0,528	50	Mudah	Very Significant	
22	0,580	75	Sedang	Very Significant	
23	0,502	50)	Sedang	Very Significant	
24	0,405	37,5	Sedang	Signi <mark>fi</mark> cant	
25	0,406	50	Mudah	Significant	
26	0,449	62,5	Sedang	Significant	
27	0,490	25	Sangat	Very Significant	
			Mudah		
28	0,452	37,5	Mudah	Very Significant	
29	0,426	62,5	Sedang	Significant	
30	0,379	37,5	Mudah	Significant	

b. Reliability

Mean = 20,89

Standard Deviation = 6.40

XY Correlation = 0.84

Test Reliability = 0.92

Range	Scale
0,00 – 0,399	Low
0,40 – 0,599	Medium
0,60 – 0,799	Strong
0,80 - 1,00	Very Strong

- Questionnaire

a. Questionnaire Blue Print

This study uses an instrument in the form of a questionnaire which will later be given to students, especially in the experimental group. The questionnaire was given to get conclusions about the responses and opinions of students in learning by applying comics as a learning medium by using the blended learning method in the process. This implementation will focus on how blended learning is used as a learning method for young learners.

In the explanation, Randy & Norman (2008) (Yagcioglu, 2017) states that learning using the blended learning method must be designed to give participants experience and expertise in several designs that include curriculum, teaching strategies, and integration in educational technology. In this way, learning will be able to produce teaching excellence and innovation in supporting student learning (Figure 3.1). Curriculum design will refer to a series of syllabus outlines in blended learning, whether students can get a learning experience that is in accordance with the application of blended learning. Furthermore, teaching strategies refer to how learning allows students to improve and develop student's experiences and abilities in online discussions, group work, and assessment practices that use computers as media. Finally, the integration of educational technology includes the acquisition of students

for experience, strategies, and skills in managing courses. (Randy & Norman, 2008 in Yagcioglu, 2017).

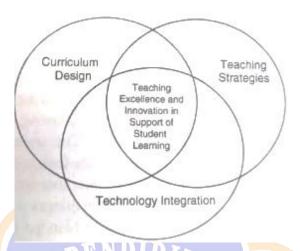


Figure 3.1 Blended-based learning method principles

In this study, the questionnaire that will be used is designed and adapted from the theory contained above. In obtaining student responses to the application of the blended learning method using comics as a learning medium, the questionnaire used consisted of four main dimensions, namely (1) student responses to the blended-based learning method in literacy learning, (2) student performance in the implementation of blended based learning. learning, (3) student responses to the use of technology to support literacy learning, and (4) student assessment.



Blueprint Questionnaire

Variable	Dimensions	Indicators	Number	Total
			of items	Items

	T				
Blended-	Student responses	1.	Blended	1,2,3,8	4
based	to the blended-		learning can be		
Learning	based learning		used for		
Method	method in literacy		literacy		
	learning		learning for		
			students		
	(Curriculum	2.	Learning with		
	Design)		a Blended-		
			based learning		
			method can		
	END	-	help students		
	SPENDI	U,	to learn		
S S	J.B.		literacy		
		b			
	Student	1.	Students can	6,7,9,10	4
	performance in the	1	adapt to		
	implementation of	Z.	activities		
	the blended-based		carried out		
	learning		using the		
			blended		
7/	(Teaching	Y	learning		
	Strategies)	4	method		
	400	2.	Students can		
	Un	0.000	follow the		
	NDIK		learning		
			purposes		
			carried out by		
			using the		
			blended		
			learning		
			method.		
			memou.		

	Student responses to the use of technology to support literacy learning (Technology Integration)	2.	Student's response to the learning activity carries out that integrated with technology The use of blended learning can make student learning more	4,5	2
a Re	ITAS PENDI	D.	learning more interesting and fun		

b. Validity

Correlations												
		Soal	Soal	Soal	Soal	Soal	Soal	Soal	Soal	Soal	Soal	Skor
		1	2	3	4	5	6	7	8	9	10	Total
Soal 1	Pearson	1	.340	.382*	.360	.445 [*]	219	.182	.115	.364*	.577**	.551**
	Correlation											
	Sig. (2-tailed)		.066	.037	.050	.014	.244	.336	.543	.048	.001	.002
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 2	Pearson	.340	1	.318	.663**	.570**	.213	.198	.534**	.497**	.298	.748**
	Correlation											
	Sig. (2-tailed)	.066		.086	.000	.001	.259	.294	.002	.005	.110	.000
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 3	Pearson	.382*	.318	1	.339	.034	074	018	.489**	.642**	.311	.542**
	Correlation											
	Sig. (2-tailed)	.037	.086		.067	.859	.697	.923	.006	.000	.094	.002
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 4	Pearson	.360	.663**	.339	1	.513**	043	.364*	.245	.241	.248	.623**
	Correlation											
	Sig. (2-tailed)	.050	.000	.067		.004	.823	.048	.191	.199	.187	.000

	N	30	30	30	30	30	30	30	30	30	30	30
Soal 5	Pearson Correlation	.445 [*]	.570**	.034	.513 ^{**}	1	.346	.532**	.171	.344	.455*	.738**
	Sig. (2-tailed)	.014	.001	.859	.004		.061	.002	.366	.063	.012	.000
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 6	Pearson Correlation	219	.213	074	043	.346	1	.075	.382 [*]	.426 [*]	.252	.422*
	Sig. (2-tailed)	.244	.259	.697	.823	.061		.695	.037	.019	.179	.020
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 7	Pearson Correlation	.182	.198	018	.364 [*]	.532**	.075	1	090	.016	.261	.431*
	Sig. (2-tailed)	.336	.294	.923	.048	.002	.695		.638	.934	.164	.017
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 8	Pearson Correlation	.115	.534**	.489**	.245	.171	.382 [*]	090	1	.636**	.373 [*]	.621**
	Sig. (2-tailed)	.543	.002	.006	.191	.366	.037	.638		.000	.042	.000
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 9	Pearson Correlation	.364*	.497**	.642**	.241	.344	.426*	.016	.636**	1	.424*	.759**
	Sig. (2-tailed)	.048	.005	.000	.199	.063	.019	.934	.000		.019	.000
	N	30	30	30	30	30	30	30	30	30	30	30
Soal 10	Pearson Correlation	.577**	.298	.311	.248	.455 [*]	.252	.261	.373 [*]	.424*	1	.675**
	Sig. (2-tailed)	.001	.110	.094	.187	.012	.179	.164	.042	.019		.000
	N	30	30	30	30	30	30	30	30	30	30	30
Skor Total	Pearson Correlation	.551 ^{**}	.748**	.542**	.623**	.738**	.422 [*]	.431 [*]	.621**	.759**	.675**	1
	Sig. (2-tailed)	.002	.000	.002	.000	.000	.020	.017	.000	.000	.000	
	N	30	30	30	30	30	30	30	30	30	30	30

^{*.} Correlation is significant at the 0.05 level (2-tailed).

c. Reliability

Reliability Statistics

Reliability Statistics

Cronbach's	
Alpha	N of Items
.809	10

^{**.} Correlation is significant at the 0.01 level (2-tailed).

The result was showed the reliability of the test is 0.809. it meant that the reliability test category is very high. The result revealed that the test was reliable

d. Final Instrument

ANGKET KUESIONER PENELITIAN BAHASA INGGRIS PENGGUNAAN METODE BLENDED LEARNING DENGAN MEDIA KOMIK UNTUK SISWA KELAS 6 DI SD N 3 BANJAR JAWA

Angket kuesioner penelitian pengajaran Bahasa Inggris kepada pembelajar muda menggunakan metode Blended Learning dan Komik sebagai media pembelajaran di SD N 3 Banjar Jawa Singaraja. Kuesioner ini di desain bertujuan untuk mendapatkan respon peserta didik berkaitan dengan metode pembelajaran literasi menggunakan metode Blended Learning (pembelajaran di kelas dan menggunakan Google Classroom) dengan menggunakan Komik sebagai media pembelajaran. Kuesioner ini tidak berkaitan sama sekali terhadap nilai siswa, peserta didik diharapkan untuk memberikan respon secara terbuka dan sejujurnya terhadap pernyataan-pernyataan di bawah ini:

Keterangan:
4 = Sangat Setuju
3 = Setuju

2 = Tidak Setuju

1 = Sangat Tidak Setuju

Nama	······································
No. Absen	<u>:</u>
Kelas	

- Observation Sheet (Content validity)

No.	Question	1	2	3	4
A					
1.	Saya dapat mengikuti kegiatan pembelajaran dengan				
	menggunakan blended learning yang terintegrasi dengan				
	komik digital				
2.	Pemanfaatan teknologi dalam pembelajaran memudahkan				
	siswa untuk belajar literasi				
3.	Saya senang belajar literasi dengan memanfaatkan teknologi				
	yang terintegrasi dengan komik	2			
4.	Pembelajaran menggunakan blended learning cocok untuk	2		7//	
	pembelajaran literasi				
5.	Saya terbantu dengan metode blended learning dalam				
	pembelajaran literasi				
6.	Saya mudah beradaptasi dengan pembelajaran campuran		M		
	(Daring & Luring)				
7.	Saya merasa lebih mudah mengikuti materi pembelajaran yang				
	menggunakan metode blended learning				
8.	Belajar literasi menggunakan teknologi yang terintegrasi				
	dengan komik lebih menyenangkan				
9.	Saya bisa lebih mudah memahami menggunakan komik digital				
10.	Saya termotivasi untuk mengikuti pembelajaran menggunakan				
	blended learning yang terintegrasi dengan komik digital				
	I	·	l	1	

A. Blueprint Observation Sheet

No	Theories	Item	Subject
1	Students' literacy can	1.1, 1.2, 1.3	Students
	be improved using		
	blended learning		
	methods (Wilkes,		
	2020)		
2	Learning using blended	2.1, 2.5	Students
	learning can make		
	student more active in		
	the class (Bolandifar,		
	2017)		
3	Comics can make it	2.2, 2.3, 2.4	Students
	easier and also		
	interesting for students		
	to express ideas in the		
	form of pictures and		
	learn languages.	TRIB	
	(Anastasia Wijaya	NDIDIKA	
	2020)	14.4	7

B. Final Instrument

No	Activities to be	S 180	Pan 3	2
	observed	Yes	No	Explan <mark>at</mark> ion
1	Student Competence			
1.1	competence in	()"// 8		
	Literacy increases		No.	
	with the use of comic			
	and Blended Learning			
	methods			
1.2	Competence in	77		
	reading increases with	ADIK	SHA	
	the use of the Comic			
	and Blended Learning			
	method			
1.3	Competence in			
	vocabulary increases			
	with the use of the			
	Comic and Blended			
	Learning method			

2	Student Performance			
2.1	Students become			
	active in learning			
	English using the			
	Blended learning			
	Method			
2.2	Students become more			
	enthusiastic about			
	learning English			
2.3	Students become more			
	serious about learning			
	English with the	C PENDI	DIKANG	
	Blended learning	AD	ANO	
	method		A.	
2.4	Students are interested		S	2
	in the Blended		(8)	
	learning method			
2.5	Students become	ST (W)	21 13	
	m <mark>ot</mark> ivated to learn	P // 9	前款	
	English			



Appendix 6 Expert Judgement

EXPERT JUDGMENT (LITERACY TEST) I

Expert: Prof. Dr. Ni Nyoman Padmadewi, M.A.

Item Number	Dec	ision	Suggestion
nem Number	Relevant	Irrelevant	Suggestion
1	V		
2	V		
3	1		
4	V		
5	1	175	
6	- APEN.	DIVIRA	
7	all w	S TO C	
8			
9	1		P
10		2/ (S)	
11			
12	84 (1)		
13		TILLEY	
14			
15	1		
16	1		
17	V		
18	N D T	KSHP	
19	V		
20	V		
21	V		
22	V		
23	V		
24	V		
25	V		
26	V		
27	$\sqrt{}$		

28	V	
29	$\sqrt{}$	
30	V	

Singaraja,_____

Judge I



EXPERT JUDGMENT (LITERACY TEST) I

Expert: Putu Adi Krisna Juniarta, S.Pd., M.Pd

Item Number	Dec	ision	Suggestion
Helli Nullibei	Relevant	Irrelevant	Suggestion
1	V		
2	V		
3	V		
4	1		
5	V		
6	V DINI	Mark	
7	TAV .	MAN	
8	691 V 5	A CA	
9	V 1 5 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3		
10	2/16	3/10	2
11 8			
12			
13	127//	(miles)	
14	1		
15		YYYY	
16	1		1
17	411		
18	0	- 1	
19	1 VDI	KSD	/
20	1		
21	V		
22	V		
23	V		
24	√		
25	V		
26	V		
27	V		

28	V	
29	$\sqrt{}$	
30	V	

Singaraja,____

Judge II



EXPERT JUDGEMENT (QUESTIONAIRE SHEET) I

Expert: Prof. Dr. Ni Nyoman Padmadewi, M.A.

Item Number	Decision		Suggestion
	Relevant	Irrelevant	
1	V		
2	V		
3	V		
4	1		
5	1		
6	1		
7	- KPENI	DIDIRA	
8		ANO.	
9		D. T.	
10			

Singaraja,____

Judge I

Prof. Dr. Ni Nyoman Padmadewi, M.A.

NIP. 196202021988032001

EXPERT JUDGEMENT (QUESTIONAIRE SHEET) II

Expert:

Item Number	Dec	ision	Suggestion
	Relevant	Irrelevant	
1	V		
2	√		
3	V		
4	√		
5	V		
6	1		
7	V DEN	Mar.	
8	A LIMIT	JIDIKAN,	
9	SILVI		
10		A	

Singaraja,

Judge II

Putu Adi Krisna Juniarta, S.Pd., M.Pd.

NIP. 198706122015041006



Appendix 7 Data Result

Post-test Result

Post-test Experimental and Control Group Score

No	Name	Experimental Group	Control Group
1	Student 1	93	80
2	Student 2	86	84
3	Student 3	86	96
4	Student 4	96 55 N D L D 25	86
5	Student 5	100 100	66
6	Student 6	93	88
7	Student 7	96	86
8	Student 8	100	80
9	Student 9	83	87
10	Student 10	78	76
11	Student 11	80	78
12	Student 12	78	80
13	Student 13	86	90
14	Student 14	V96IKSB	80
15	Student 15	80	70
16	Student 16	96	100
17	Student 17	86	76
18	Student 18	93	66
19	Student 19	86	70
20	Student 20	86	83

21	Student 21	93	76
22	Student 22	76	73
23	Student 23	90	77
24	Student 24	93	76
25	Student 25	88	90
26	Student 26	76	70
27	Student 27	80	80
28	Student 28	86	78
29	Student 29	P ⁹² NDIDIR	90
30	Student 30	90	70
4	MEAN	88,06	80,06

Questionnaire Result

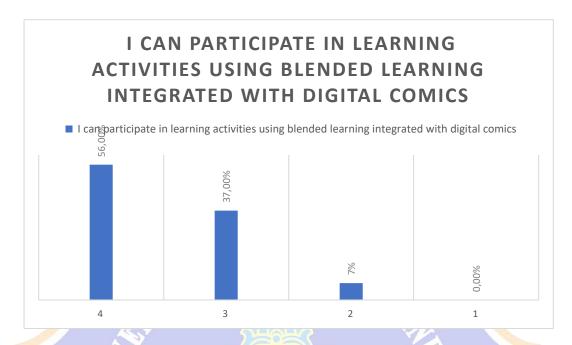
In this study, a questionnaire was used to collect students' opinions about improving student's literacy skills using the comic method integrated with Blended Learning for 6th-grade students at SD 3 Banjar Jawa, Singaraja. Looking at the blueprint of the three dimensions the questionnaire becomes 10 items and 1 item if there are questions about comics integrated with the Blended Learning Method. The 10 questions were divided into four items according to the answer scale, (4) strongly agree, (3) agree, (2) disagree, (1) strongly disagree. The results of the questionnaire are shown in the table below:

Table 4. 8 Student Responses about Comic integrated with Blended Learning Method

No.	Question	1	2	3	4
A					
1.	I can participate in learning activities using blended learning integrated with digital comics	0	2	11	17
2.	The use of technology in learning makes it easier for students to learn literacy	0	5	11	14
3.	I enjoy learning literacy using the use of technology that is integrated with comics	0	5	10	15
4.	Learning using blended learning is suitable for literacy learning	0	3	17	10
5.	I was helped by the blended learning method in literacy learning	0	9	5	16
6.	I easily adapt to mixed learning	1	4	12	13
7.	I find it easier to follow learning materials that use the blended learning method	H	8	13	8
8.	Learning literacy using technology that is integrated with comics is more fun	0	3	15	12
9.	I can understand more easily using digital comics	0	9	7	14
10.	I am motivated to participate in learning using blended learning integrated with digital comics	0	5	16	9
В	Give your response about the use of Digital comics that are integrated with a blended-based learning method in the English literacy learning process that has not been asked in the statement above, Answer briefly and clearly. 1 2 3				

Student response regarding to the result of questionnaire:

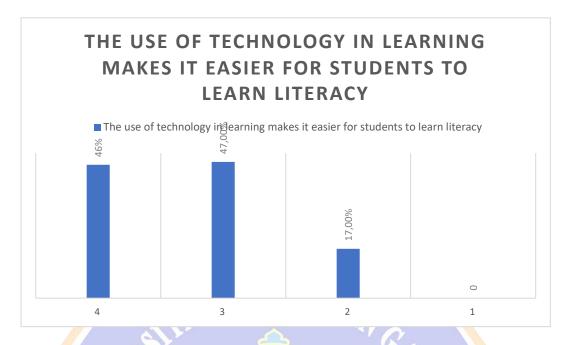
1. I can participate in learning activities using blended learning integrated with digital comics



From the table above it can be seen that the student responses indicated that 37% of respondents answered agree and a number of 56% answered strongly agreed to the question "I can participate in learning activities using blended learning integrated with digital comics". Because the blended learning method that is integrated with comics is easy for students to follow.

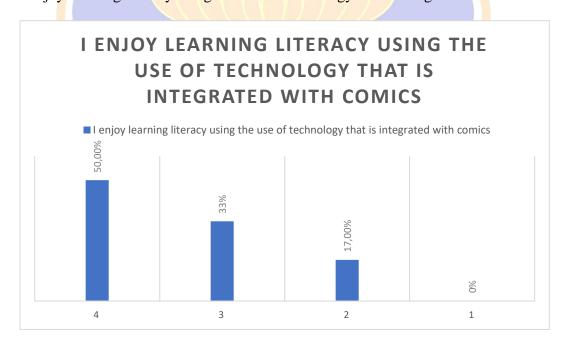


2. The use of technology in learning makes it easier for students to learn literacy



From the table above it can be seen that the student responses indicated that 47% of respondents answered agree and a number of 46% of respondents answered strongly agreed to the question " The use of technology in learning makes it easier for students to learn literacy". This shows that the use of technology in learning can make it easier for students to learn literacy.

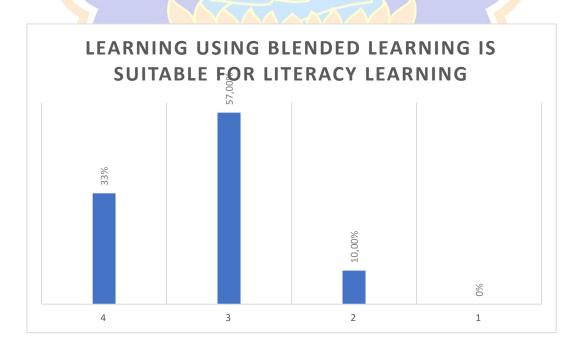
3. I enjoy learning literacy using the use of technology that is integrated with comics



From the data above it can be seen that as many as 50% of respondents answered strongly agree and as many as 33% of respondents answered agreed to the statement " I enjoy learning literacy using the use of technology that is integrated with comics". It can be concluded that students enjoy learning literacy by utilizing technology that is integrated with comics.

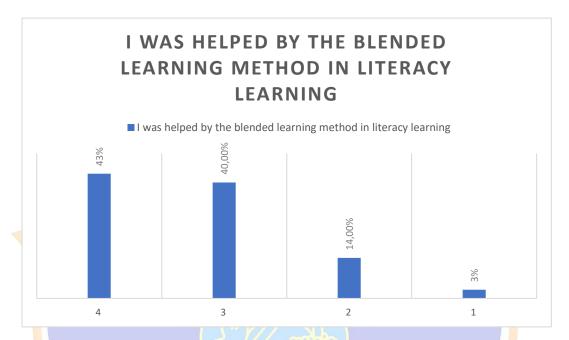


4. Learning using blended learning is suitable for literacy learning



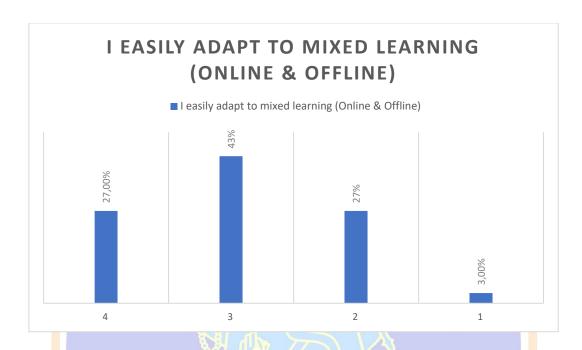
From the data above, it can be seen that the responses of students who answered agreed as much as 57% while students who answered strongly agreed as many as 33% on the question "Learning using blended learning is suitable for literacy learning". This shows that learning using blended learning is suitable for literacy learning.

5. I was helped by the blended learning method in literacy learning



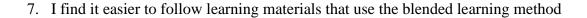
It can be seen from the data above that student responses show that 43% of respondents answered strongly agree and as many as 40% of respondents answered agreeing to the statement "I was helped by the blended learning method in literacy learning". This shows that students are helped a lot by the blended learning method in literacy learning.

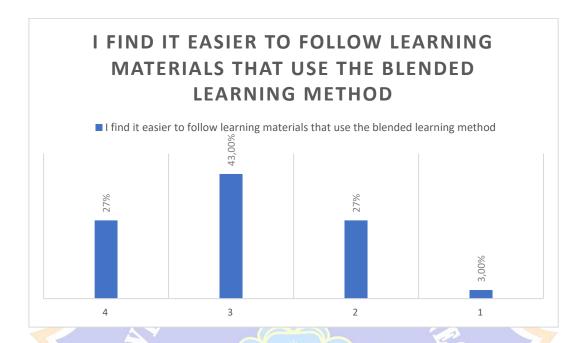
6. I easily adapt to mixed learning (Online & Offline)



From the data above it can be seen that as many as 27% of respondents answered strongly agree and as many as 43% of respondents answered agreed to the statement " I easily adapt to mixed learning(Online & Offline)". It can be concluded that students easily adapt to mixed learning between online and offline learning.



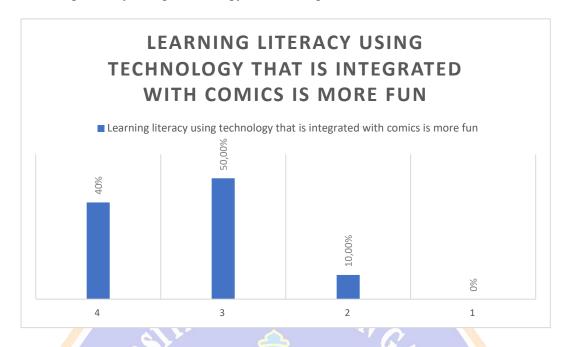




From the data above it can be seen that as many as 43% of respondents answered strongly agree and as many as 27% of respondents answered agreed to the statement "I find it easier to follow learning materials that use the blended learning method". It can be concluded that students find it easier to follow the material provided in learning using the blended learning method.

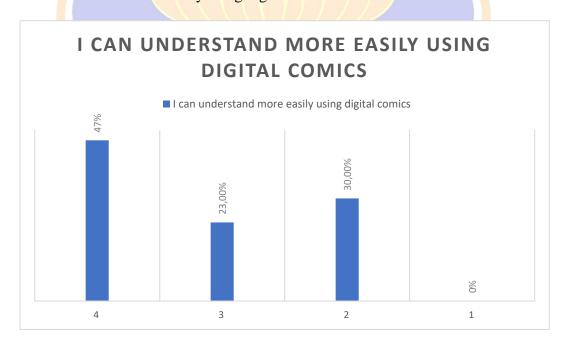


8. Learning literacy using technology that is integrated with comics is more fun



From the data above it can be seen that as many 40% respondents answered strongly agree and as many as 50% of respondents answered agreed with the statement "Learning literacy using technology that is integrated with comics is more fun". It can be concluded that students feel learning literacy by using technology that is integrated with comics is more fun.

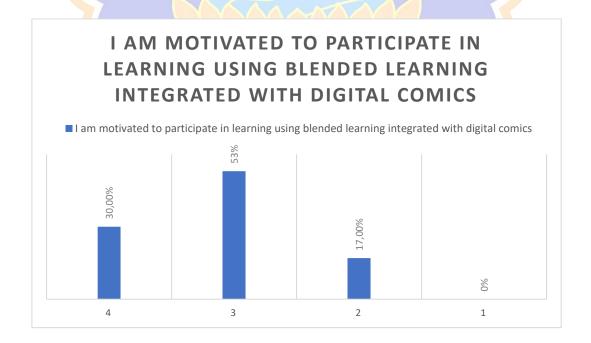
9. I can understand more easily using digital comics



From the data above it can be seen that as many as 47% of respondents answered strongly agree and as many as 23% of respondents answered agreed with the statement "I can understand more easily using digital comics". It can be concluded that students find it easier to understand the material provided by using digital comics.



10. I am motivated to participate in learning using blended learning integrated with digital comics



From the data above it can be seen that as many as 30% of respondents answered strongly agree and as many as 53% of respondents answered agreed with the statement " I am motivated to participate in learning using blended learning integrated with digital comics". It can be concluded that students can be more motivated to learn by using the blended learning method which is integrated with digital comics.

Observation Sheets

No	Activities to be			
	observed	Yes	No	Explanation
1	Student Competence	OPENDI	DIE.	
1.1	competence in		AN	Students' literacy
	Literacy increases			competence
4	with the use of comic			increases after the
	and Blended Learning	S 180	7.0	implementation of
	methods		1989 ·	Blended Learning
				Method that
				integrated with
			TION A	Comic by displaying
	7			visual literacy that
				can help student
				more understand
		U.S.		with the text.
1.2	Competence in	VINIK	SH	Students' reading
	reading increases with			competence
	the use of the Comic			increases during
	and Blended Learning			learning using the
	method			comic method which
				is integrated with
				blended learning
				because comics can
				help students in

				making reading
				frames using comics
				which makes it
				easier for students to
				remember an
				incident in comics
				with pictures
				presented by comics.
1.3	Competence in	V		Students' vocabulary
	vocabulary increases			competence
	with the use of the			increases in learning
	Comic and Blended	CRENDI	DIR	using the integrated
	Learning method	AS PENDI	ANO	comic method with
	(B)		A	blended learning
4			5	because comics are
	2		(e)	rich in new
				vocabulary that
		W MATT	1 /3	students have never
			龍沙	encountered.
2	Student Performance			
2.1	Students become	$\sqrt{}$	(Y)	Students become
	active in learning		\ll	more active in the
	English using the			English learning
	Blended learning	OND	SHA	process because the
	Method	DIK		application of
				blended learning
				methods and comics
				can increase student
				activity by providing
				an interesting way of
				learning.

2.2	Students become more	V		Students become
	enthusiastic about			more enthusiastic in
	learning English			learning because
				comics provide
				visuals in the form of
				cartoons which are
				usually liked by
				young learners, thus
				making students
				more interested in
				learning English.
2.3	Students become more	' & BANDI'	DIKA	By using this
	serious about learning	AD	AND	learning method
	English with the		A.	students can focus
4	Blended learning		5	more on receiving
	method	B VE	(e)	material, so students
				can be more serious
			2	in learning English.
2.4	Students are interested	7// 9	ite?	Students are more
	in the Blended			interested in learning
	learning method		(Y)	like this because
			44	learning using
	4			comics that is
		UND	CHA	integrated with
		ADIK		blended learning
				provides a new
				perspective in
				learning English.
2.5	Students become	V		By learning using
	motivated to learn			new methods,
	English			students become
				more motivated in
				learning English.

Appendix 8 Descriptive Statistic Analysis

Table 4. 9 Experimental Group and Control Group Post-test Statistics

		Statistics	
		Experiment Group	Control <mark>Gr</mark> oup
N	Valid	30	30
	Missing	0	0
Mean		88.0667	80.0667
Median		87.00	80.00
Mode	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	86.00	80.00
Std. Deviation	N	7.01198	8.48501
Variance		49.168	71.995
Range		24.00	34.00
Minimum		76.00	66.00
Maximum		100.00	100.00

A. Mean

The mean is the average of the total score. Based on Table 4.2, the average posttest score for the Experimental group is 88.06 while for the Control Group it is

80,06 so it can be concluded that the average post-test score for the Experimental Group is higher than the average value for the Control Group.

B. Median

The median is the middle number of the lowest and highest scores. It can be seen from table 4.2 that the median post-test for the Experimental Group is 87 and the post-test for the Control Group is 80 so it can be concluded that the post-test for the Experimental Group is higher than the median score for the Control Group.

C. Mode

The mode is the largest number that appears in a list of numbers. The value of the Post-test mode in the Experimental Group is 86 and the Post-test mode score of the Control Group is 80 thus indicating that the Post-test mode of the Experimental Group is higher than the Control Group.

D. Standard Deviation

The standard deviation is used to find the distribution of the data. In this study, the standard deviation of the Control Group was 8.48 while the standard deviation of the Experimental Group was 7.01 This indicates that the standard deviation of the Control Group was higher than that of the Experimental Group.

E. Variance

Variance is the average of the squared differences from the average score and then separated by the number of students in each group. The variance of the Experimental Group is 49.168 while the variance of the Control Group is 71.995

F. Range

The range is the space between the highest and lowest numbers in a list of numbers. This can be seen from the difference between the highest score and the lowest score. The highest score in the Experimental group is 100, while the lowest score is 76

In the Control Group the highest score is 100 while the lowest score is 66 From the highest and lowest scores for each group it is calculated that the experimental group's score ranges from the highest to the lowest, the lowest is 24 While the range of Group Control scores from the highest to the lowest is 34 This means that there is a difference between the lowest score and the highest score of the experimental group and the control group where the total gap is 10.

After calculating the post-test scores from the Experimental Group and also the Control Group, the researchers used the SPSS 26 program to carry out a descriptive analysis of the data. Mean, median, mode, variance, range, and standard deviation were analyzed to reveal how SD 3 Banjar Jawa Singaraja was implemented in the post-test. Based on this analysis, researchers can investigate whether the use of the Blended Learning method has an impact on students' literacy skills

Appendix 9 Inferential Statistic Analysis

Normality Test

In this study, Kolmogorov-Smirnov was used to measure the normality of the data. If the value of the data is higher than 0.05, the data can be classified as normally distributed. On the other hand, if the value of the data is lower than 0.05, the data can be classified as abnormal. In addition, the results of the normality test can be seen in table

Table 4. 10 Test of Normality

Tests of Normality

		Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Kelas	Statistic	df	Sig.	Statistic	df	Sig.
Hasil post test	Kelas Exp	.126	30	.200*	.948	30	.150
	Kelas Kontrol	.136	30	.161	.970	30	.531

^{*.} This is a lower bound of the true significance.

a. Lilliefors Significance Correction

The result shows that the Experiment group significance value is 0.200, and the Control group significance value is 0.161. The results showed that the two groups were in normal distribution, and the significance value was higher than 0.05

Homogeneity Test

In addition to determining the normal distribution of the data, in this study, a homogeneity test was also carried out to find out whether the data was homogeneous. Statistical analysis was used to check sample homogeneity by entering the posttest results of the experimental and control groups into the SPSS program. If the significant value is higher than 0.05, the data can be classified as homogeneous. The results of the sample student similarity test also use homogeneity which can be seen in table 4.4

Table 4. 11 Homogeneity test

Test of Homogeneity of Variance

		Levene Statistic	df1	df2	Sig.
Hasil post test	Based on Mean	.416	1	58	.521
•	Based on Median	.387	1	58	.536
	Based on Median and with	.387	1	53.424	.536
	adjusted df				
	Based on trimmed mean	.408	1	58	.525

Through the results of table 4.4, the data can be classified as homogeneous if the data obtained has a value higher than 0.05. From the homogeneity test that has been carried out on the data obtained, it can be concluded that the data obtained has exceeded the value of 0.05 with results 0.521 based on mean which can be said to be homogeneous.

T-test

The data undergoes an Independent T-test after the normality and homogeneity test. The SPSS 26 program is used to test whether the null hypothesis is acceptable. If the significance observed is higher than the standard alpha level, accept the null hypothesis.

Conversely, if the significance observed is less than the standard alpha level, the null hypothesis is rejected. In addition, the data significance level is 0.05

Table 4. 12 Independent Sample T-test

Independent Sample T-test								
Leven's test for Equality of Variances								
		F	Sig.	t	df	Sig. (2-		
						tailed)		
Hasil	Equal	0.275	0.602	3.930	58	0.000		
Post-test	Variances	UN	DIKS	HA				
	Assumed							
	Equal			3.930	56.407	0.000		
	variances							
	not							
	assumed							

based on Table 4.5 sig. (2-tailed) is 0,0 it can be seen that the significant level observed (sig. 2-tailed) is smaller than the standard alpha level (α = 0.05). Therefore, the null hypothesis is rejected (H0) and the alternative hypothesis (H α) is accepted. It can be said that there is a significant effect of the application of comics integrated with the Blended Learning method on the English literacy skills of SD 3 Banjar Jawa, Singaraja students.







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