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## **Developing Vocabulary through Media Android's Application for a Child in 2013 Curriculum**

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### **ABSTRACT**

This article aims to analyze how much influence the use of android applications to increase children vocabulary. Vocabulary was a part of children language development, that must be stimulated from an early age. Vocabulary played an important role for children, because by mastering the vocabulary can make it easier for children to communicate with their environment. Through android applications, children were easy to get the packed knowledge as attractive as possible using images and motion animations accompanied by audio. The powerful appeared of android applications for children is not separated from the characteristics of the media that has several advantages compared to the print media and hearing media, so children liked it very much. Android applications have a significant impact on the children vocabulary, if learning on the Indonesia language in curriculum 2013 used that media, accordingly the impact was good.

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### **INTRODUCTION**

Basically, humans are social creatures who need to interact one and another. To interact well, humans need to have a good language as well. Language in general becomes the only tool for human to interact with other humans. The most common and effective language in communication is spoken language. Speaking is a form of language that uses articulation and vocabulary to transfer messages. In line with Tarigan (2008: 3) speaking is a language skill that is developed in a child's life. It is important for children to have a word or vocabulary mastery as a medium for interacting and communicating with other humans. Tarigan (1997: 2) states that revealing the quality of one's language skills

depends on the quantity of vocabulary he has. The more vocabularies he has, the better his language skills will be.

The development of the vocabulary for children is needed in mastering some language skills such reading skill. However, most children are easily bored of reading some textbooks that are still traditional of where the books are just regular textbooks that is often encountered by children. Therefore, the use of new media is needed to attract children's motivation in reading textbooks.

In today's global era where technology is growing rapidly, many children in the cities and even a small part of the village already have a lot of electronic media such as android-based gadget. However, many children are using gadget to play games without any elements of education in it. Actually, electronic media in the form of android-based gadget can be media of learning for children due to some advantages of gadget compared to the printed media. Moreover, this electronic media contain sounds where children can also listen to it to support their learning.

Thus, the use of android-based gadget will help children in mastering vocabularies of a certain language. One of researches that is also implementing the use of android-based gadget is Ruhayat, Rizki Permana, Supriyadi Entitled "Android Application Development for Mobile Learning on the subject of Optical Tools Teaching and Learning". The use of android-based gadget could reach the improvement of students' score up to 81.66% of 20 participants from SMA 32 Jaksel. This research can be used as a reference to increase the interest of children or students passion and talent in the learning process.

In the 2013 curriculum uses the concept of student center that means making the students more active in learning that requires better resources and media to have a better learning. The researcher offers smart phone or tablet with android-based application to help the students' in learning language because smart phone and tablet are today's well known in children's life and not rarely found that children spend their long hours to operate those two media.

## **RESULTS AND DISCUSSION**

### **1. Children's vocabulary**

Children's language skills are not obtained suddenly or simultaneously but gradually. The language skills of a child depend on the vocabulary that the child has in a particular language. According to Chaer (2011: 131) the Indonesian vocabulary is all the words contained in the Indonesian language. The first source of Indonesian vocabulary comes from the Malay language, then added from the vocabulary of several regional languages, and enriched with foreign language vocabularies (Arabic, Dutch, English, and others). So the language of Indonesia is a combination of several languages. Djiwandono (2011: 126) argues that vocabulary is words in various forms that include: loose words with or without affixes, and words which are composite of the same or different words with its own meaning. Nurgiyantoro (2014: 338) explains that vocabulary is the words, phrases or clauses possessed by a speaker, author, or a language which are used to transfer message. Vocabulary is also a language component that contains all information about the meaning and usage of words in the language.

Based on the opinions of some experts above, it can be deduced that the vocabulary is a collection of words used to express the mind within the scope of life and understand the usefulness of a collection of words owned. Deal, et al, 1971 (in Tarigan, 2011: 6) describes that the short story represents children vocabulary mastery, to compose a short story, children need experiences. It is important to stimulate children in the development of vocabulary that should be supported by extensive experience, both in the family, school, and community environment. The child's imagination is in line with their vocabulary mastery.

So the development of children's vocabulary requires media as the bridge to master the more amounts of vocabularies that will be stored in their brain. The media can be a form of learning strategies, learning models and family and social environment supports.

## **2. Android application**

Sadiman (2010: 6) explains the word media derived from the Latin language which is the plural form of the word medium that literally interpreted as an intermediary. The meaning of the word media as an "intermediary" is the intermediary of the message sender with the message receiver. In terminology, the definition of media has variety of meanings depending on the perspective of educational media experts to interpret the media in its use. Furthermore, Gerlach and Ely (in Musfiquon, 2012: 26) outline the definition of media covering humans, matters, or events that can create a condition that allow students to acquire new knowledge, skills, and attitudes. Thus, media are not only stuffs or objects, but also can be everything that simplifies the learning process.

In today's modern era, the availability of learning media can be exploited very much. Teachers can take advantage of existing learning media or can also make learning media more effective, innovative and efficient. One of the learning media that is found in modern day is technology based media. The rapid technological developments can be utilized by teachers as a source of learning media that aims to develop students in various aspects of science. Media technology that can is commonly used and very familiar is android based media. Android is an operating system for linux-based mobile devices that includes operating systems, middleware and applications (Safaat, 2012: 1). Android is an open platform that allows developers to create their own applications.

In line with Safaat's opinion, Steele and To (2010: 1) describe android as an open operating system popularized by Google. Many wireless devices in different countries use android operating system. Other equipments such as mobile phones, tablets, netbooks, set-top boxes and even cars also adopt the android operating system and many more electronic media that use android system operation. Google provides app (read; application) supported for android operating system in the form of Google Play Store. Google Play is a service provided by Google Inc, 1600 Amphitheater Parkway Mountain View, CA 94043 United States (support.google.com). Android users within the Google Play Store can download games, apps and books. Users can download the paid or free ones. So teachers can access or download various types of applications, games and books that are educational as a medium of learning

## **3. 2013 Curriculum.**

The 2013 curriculum that applies a scientific approach that requires the use of

media to make students more active so that learning can be student-centered. The scientific approach is a basic concept that embodies, inspires, strengthens, and underlines the idea of how the learning methods are applied based on a particular theory (Kemendikbud, 2013: 1). Kemendikbud (2013) provides its own conception that the scientific approach in learning includes the components of: observing, asking, reasoning, trying / creating, presenting / communicating. The 2013 curriculum becomes a solution to face the global changing that demands the competency both in the cognitive and the affective aspects. This is in line with Abidin (2014: 11) that states the implementation of the 2013 Curriculum is aimed to answer the challenges of modern education that is to produce graduates who are competitive, innovative, creative and collaborative. In order to achieve this goal, it is important to realize that education is not only to develop knowledge based on the core subject of learning but also to be oriented so that students will have the creative, critical, communicative and negotiating skills. According to Kunandar (2013: 16), the 2013 curriculum aims to prepare Indonesian to become a person who has the ability to survive on the world challenge and be a faithful, productive, creative, innovative, and effective citizens to able to contribute to the life of society, nation and civilization all over the world.

The 2013 curriculum is developed with the following characteristics (Kemendikbud 2013 in Widyastono, 2014: 131):

- A. Developing spiritual and social attitudes, curiosity, creativity and cooperation with the intellectual and psychomotor abilities in a balanced way.
- B. Providing a learning experience to let students apply what have been learned at school to the community and utilize the community as a learning source.
- C. Developing attitudes, knowledge and skills and applying in various situations at schools and communities.
- D. Providing enough free time to develop and share experiences and knowledge.
- E. Expressing the competence is expressed in the form of core competencies that are further detailed in the basic competencies.
- F. Involving the core competence as an element to organize the basic competence that means all basic competences are developed to achieve the competence stated in core competency.
- G. Developing the basic competencies accumulatively to reinforce and enrich among lessons.

So it can be concluded that the 2013 curriculum is a learning design to develop students' potentials, to build adignified, civilized, cultured and characterized generation that believes in God Almighty andto create a noble, healthy, knowledgeable, capable, creative, independent, democratic and responsible citizen

#### **4. Use of Android Apps**

The use of media for children vocabulary development can actually be used by the teacher to give a story in a form of short stories. These stories use android applications that contain supporting elements of the story. Students are given many texts as many as possible. It could be that each child is given a different story. The use of android applications can certainly provide more value for students because the media contains imaginative images.

Here's a list of 5 android apps that can develop a child's vocabulary from Google play ([play.google.com](http://play.google.com)):

- A. The story of Anak Nusantara (Kemang Pratama, Indonesia) is an application that contains a collection of Nusantara Children's Stories and Folklore from various regions. This application is good for learning materials. Each story is equipped with sound, narration and reading. It can be children's friend to sleep. The sound can be replaced by recording the children's mom, dad, brothers or even the children themselves to make it more fit and fun.
- B. Children's Stories: Roro Jonggrang (Educa Studio) RIRI is an interactive children's story series that carries the theme of indigenous folklore from Indonesia as well as fairy tales from all over the world. All folklore and fairy tales is packaged interactively, served with typical Indonesian nuances. This children's storybook can be used by children who cannot read through narration and automatic animation. For children who can already read may use the reading mode. In addition to the Interactive Kids Story Book, each series provides educative games for educating children such as Color, Figures, Counting and many more.
- C. The Short Book of Short Story (Father Mama Apps) is a child's short story with an easy –understanding of drawings and descriptions. For the parents of course this collection of stories can provide both the ease for education and entertainment for the baby, especially for the story before going to bed.
- D. The Hedgehog Adventure (Irina Marina). This is an interactive game about The Hedgehog and her friends, with a few dozen educational tasks and mini-games for kids around 4, 5, or 6 years old. The game is designed by a professional child psychologist. The story includes 5 sections with alternating narratives and related assignment plots. After completing the story, children can continue to enjoy the game with 15 extra mini-games, each game has 4 difficulty levels. While playing a mini-game or solving a task, children are developing their concentration, attention capacity, working memory, logic, and spatial intelligence.
- E. Collection of Child Tales (Nabire Borneo) is an Indonesian fairy tales collection. This application contains many fairy tales, folklore, and legends originally from Indonesia. There are approximately 52 stories.

The list of android applications above is the applications that include to education category. Rating of the applications is more than 4.0 so it can be said the applications above are much favored or downloaded by android application users.

## **CONCLUSION**

Vocabulary development is children's ability to develop the vocabulary they store in their brain. It has a significant impact on the development of children's language. Children can choose and use good words to communicate depending on the vocabulary they are familiar with. The development children's vocabulary can be done by teachers by using learning media or choosing the appropriate learning resources so that the lessons learned will be more effective. The android applications media can be used to help the children in developing their vocabulary. The use of android applications in the development of children's vocabulary can be applied by providing reading short stories contained in the application. By reading the available short stories, the children will have many more vocabulary references. The number of words in the children's brain will ease the children to communicate with the surrounding environment, both formally and non formally.

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