



## IMPROVING THE ABILITY TO READ THE QUR'AN WITH THE *BITHĀQATU AL-KALIMAH* GAME METHOD

Berti Arsyad<sup>1)</sup>, Chaterina Puteri Doni<sup>2)</sup>, Sriwahyuningsih R. Saleh<sup>3)</sup>, Nurul Aini Pakaya<sup>4)</sup>, Kholid Mootalu<sup>5)</sup>.

<sup>1,2,3,4,5</sup> Sastra Arab, Universitas Muhammadiyah Gorontalo  
Email: bertiarisyad@umgo.ac.id

### Abstract

This study aims to obtain information through observations related to improving the ability to read the Qur'an with the *Bithāqatu al-Kalimah* game method toward the students of the Al-Ikhlas Al-Qur'an Recitation Park (TPA) in West Pilohayanga Village. from observations, interviews and then evaluation in the form of a *Bithāqatu al-Kalimah* compilation competition. Based on the results of the implementation of the activities it can be concluded that the *Bithāqatu al-Kalimah* game method. Kalimah, who initially did not master the hijaiyah letters, became able to master the hijaiyah letters and were also able to read the Qur'an. Thus the *Bithāqatu al-Kalimah* game method played a role in increasing interest and motivation, as well as in mastering hijaiyah letters and reading the Qur'an for students.

**Keywords:** Ability to Read Al-Quran, *Hijaiyah* Letters, *Bithāqatu al-Kalimah*

### INTRODUCTION

The Qur'an is a miracle that Allah The Almighty gave to his Messenger and the greatest of all miracles ever given. The world of Islamic education has made the Qur'an as the foundation in various aspects of human life. It is seen and believed that the Qur'an has a very important role in guiding and directing humans to the path of truth and salvation. Thus, studying the Qur'an and teaching it to others becomes a necessity and obligation for Muslims.

Islam itself considers that the benchmark of a Muslim's goodness can be seen in his concern in teaching the Qur'an to those who do not know and master the reading of it. We can see this in the Hadith of the Prophet narrated by Bukhari: "*The best of you are those who study the Qur'an and teach it*". (HR. Bukhari). In an effort

to obtain this degree, every Muslim seeks to learn and then teach the Qur'an. So that to achieve effective and maximum results in the process of learning and teaching the Qur'an, many different learning methods have been created aiming to increase the spirit and interest of the students.

The learning of the Qur'an can be done with various methods, including the following: First, the teacher reads first and then the students/santri, second, the student reads in front of the teacher, while the teacher listens to it, and third, the teacher repeats the readings while students imitate words and sentences until they are presumed skilled and correct (Zahraturun fajriah 2015). One of the ways or methods of learning while playing is playing composing katu or what is known as *Bithāqatu al-Kalimah*. *Bithāqatu* comes from Arabic which means "card" while al-





Kalimah means "word" so *Bithāqatu al-Kalimah* can be interpreted as a learning method that uses word cards as tools and media in the learning process. The use of word cards as a method or teaching material has been tested by many researchers with various objectives or results to be achieved in the learning. One of the relevant studies or similar to this research is "Development of Media Word Cards to Practice Beginning Reading Skills in Grade 1 Elementary School Students" by Rumijan et al. The results showed that the word card media can be used as an alternative learning that is easy to do, fun and does not harm students in learning activities (Rumidjan, Sumanto, and Badawi 2017). Another study that has proven that word cards are really effective and can increase mastery of teaching materials is what Zahratun Fajriah did in her research entitled "Improving Arabic Vocabulary Mastery (Mufradat) Through the Use of Picture Word Cards Media". The results of this study indicate that there is an increase in students' Arabic vocabulary mastery using picture word cards. (Zahratun fajriah 2015).

## RESEARCH METHODS

The method used is action, namely by introducing the method and then applying it in learning. The research data are obtained from observations, interviews, and the results of the evaluation of the *Bithāqatu al-Kalimah* game method. The game method in question is the application of the *Bithāqatu al-Kalimah* game method. the data obtained are then analyzed and presented through descriptive explanation.

## RESULTS AND DISCUSSION

The results of observations before the implementation of the *Bithāqatu al-Kalimah* game method indicated that students were not good at recognizing hijaiyah letters which had an impact on the ability to read the Qur'an. In addition, it was also found that the number of TPA students was small and decreasing every day, which was due to low interest in learning. Rigid, monotonous learning to read the Qur'an using undeveloped methods has an effect on students' motivation and interest in learning, as stated by one of the TPA al-Ikhlas teachers in West Pilohayanga village. Efforts to improve the ability to read the Qur'an of students at TPA al-Ikhlas West Pilohayanga village, researchers carried out several activities in order to introduce the method and apply the method, namely;

1. Socialization by Lecture Method on "Noble Life with Al-Quran". The provision of material in the form of lectures related to the Noble Life with the Koran was delivered for approximately 2 (two) hours to the children of students and also the parents of students. This material was chosen with the aim of encouraging participants to be more active in learning the Qur'an.



Figures 1. Socialization by Lecture Method on "Noble Life with Al-Quran"





The lecture method is a way of presenting material that is delivered directly orally from the resource person to the other person. A good lecture is a varied lecture, which is delivered using tools or media as a complement and support and there is additional interactive dialogue or discussion so that the learning process does not become boring. The lecture method in delivering material is a step that is considered effective and has an influence on the participants (Notosiswoyo 2012) because in this situation the participants and resource persons have direct interaction so that participants feel closer and have an emotional connection with the resource person.

## 2. Introduction of Hijaiyah Letters with the *Bithāqatu al-Kalimah* Method.

The next stage of activity is the introduction of hijaiyah letters or mentoring and mentoring to memorize hijaiyah letters with the *Bithāqatu al-Kalimah* game method. *Bithāqatu al-Kalimah* is word cards or letters. mutqin or perfect memorization. Word cards that are used as tools or media in introduction are word cards printed on colored cards and also written in colored letters. This is done to further strengthen the memorization of the letters and also be more memorable and imprint on the students' brains.

Until now, the card method is considered one of the most effective methods in various learning activities. Some research and service by making card games a method that has been tested for feasibility, as has been done by Nurul Aini Pakaya et al. In the community service Journal entitled "Improving Students' Arabic Language Skills Through *Bitoqotul*

*Kalimah* Word Game (Word Card) Strategies at Muhammadiyah University of Gorontalo" (Nurul Aini N. P. dkk, 2020) a similar service was also carried out by Suharia Sarif with the title "Introduction to Basic Arabic through Lu'bah Lughawiyah for the Muhammadiyah Generation at the Aisyiah Limboto Orphanage"(Sarif et al. 2020).



Figures 2. Introducing *Hijaiyah* letters with *bithāqatu al-kalimah*

## 3. Evaluation of activity results

Evaluation of activities is carried out in the form of a competition for compiling hijaiyah letter cards for students who have not mastered the hijaiyah letters in a mutqin or fluent manner. Meanwhile, a competition for compiling word cards and verses to become complete suras for students who have fluently read and mastered or memorized short suras in Juz 30 of the Qur'an.



Figures 3. Competition for compiling letter cards and words / verses of the Qur'an

As a form of motivation and appreciation for the students who won the competition, we as the organizers of the activities gave prizes that were handed over directly by





the speakers and the organizers of the activities. Giving awards is an effort that needs to be done as an indirect form of motivation to participants who in this case are TPA students al-Ikhlās West Pilohananga Village.



Figures 4. Giving prizes as a form of appreciation to students

## CONCLUSION

Based on the results of observations and observations of TPA al-Ikhlās students in West Pilohayanga village, it can be concluded as follows: 1. The method of playing *Bithāqatu al-Kalimah* in an effort to increase mastery in reading the Qur'an at the TPA al-Ikhlās West Pilohayanga Village gave a very positive influence on the students. 2. The *Bithāqatu al-Kalimah* word card game method plays a role in increasing the interest and motivation of students to like learning the Qur'an. 3) Learning while playing with the *Bithāqatu al-Kalimah* game method also makes it easier for students to memorize or master hijaiyah letters and mastery of reading the Quran.

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