Digital Teaching Materials as Innovation in Teaching Sociology at School

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ABSTRACT

This service activity was carried out as an effort to improve the skills for teaching sociology by bringing up innovation in learning. The activity aims to develop digital teaching materials that can be used in teaching sociology at high school and provide skills for teachers to be able to innovate in learning. Participant of this activity are teachers who teach sociology at high school in collaboration with MGMP Sociology (Teacher Association in Study Sociology) and the Secondary Education Center of Kulon Progo Regency. The program proceeds between June - October 2018 with several agendas. The program activity covers the formulation of curriculum activities, socialization, selection of teaching materials, adjustments, preparation of digital teaching materials, IPR proposal submission, publication, process evaluation and evaluation of results. Focus Group Discussion, Lecture, question and answer, guided practice, presentation, and questionnaire uses as a method in this program. The activity of producing a product in the form of digital teaching materials uses the application construct html 5, which contains various teaching materials; an evaluation tool in the form of a guiz with the kahoot! and plickers. From the whole process, it was found that the development of digital teaching materials strongly supported the learning innovations carried out by teachers in schools. This is evident from the simulation of the use of digital teaching materials conducted by teachers in the classroom. Training programs runs well. Activities are supported by several aspects, 1) The team has competencies in fields that are in accordance with the training program, namely the development of learning media, learning strategies and learning psychology; 2) Collaboration with the teaching sociology association (MGMP) in Kulon Progo MGMP that are very good so that in the negotiation and discussion process to minimize obstacles; 3) The Secondary Education Center Office in Kulon Progo which is very open in collaborative activities which gives influence in the process of implementing activities; 4) Enthusiasm from Participants; 5) Previous program that allowed the team to develop activities in a sustainable manner in the same location. Furthermore, some of the inhibiting aspects of activities are 1) Limitations of internet networks even though the manufacture of products is very dependent on internet networks; 2) Basic abilities about digital knowledge vary from person to person. Those obstacle can be overcome by 1) Team provides a backup of the internet network through a modem and mobile phone; 2) Team provides companions from university students and students of teacher program who are invited to the training activities; 3) Team present the training atmosphere so relaxed to make participants enjoy the program.

Kata Kunci: Digital Teaching Materials, Teaching Sociology, Society Service Program