CREATIVITY DEVELOPMENT TRAINING MATERIALS DEVICE AND LEARNING Carakan FOR PRIMARY SCHOOL TEACHERS IN THE DISTRICT OF BAKED UPT TK SD

by Prof. Dr. Endang Nurhayati, Siti Mulyani, M. Hum, Sri Harti Widyastuti, M.Hum, Nurhidayati, M.Hum

ABSTRACT

This activity aims to improve the competence of teachers in performing their duties, particularly related to the delivery of the Java language lessons, particularly related to Carakan. This activity is a training titled "Creativity Training Materials Development and Learning Tool for Teachers Carakan Elementary School in the District elementary school kindergarten UPT Bake". The target group of this activity PPM representatives of primary school teachers who came from UPT kindergarten and elementary school in the district of Gunung Kidul roast. Participants of the training conducted by a team of Java Language Study Program, Department of Language Education Faculty of Language and Arts Region of Yogyakarta State University is 31 teachers from seven (7) establishments. This activity PPM is applied in the form of training and mentoring. The training was conducted for 2 (two) meetings. Mentoring is done in accordance with the needs of the target audience within two months after the training. PPM activities can refresh and motivate the teachers in performing the task. That's because the training is given tips motivating to work in the individual teachers and trained to improve motivation. Associated with increased knowledge and skills, especially the Java language mengajarakan Java script delivered with grip approach. Thus, the teacher not only increase knowledge but also at the same time knowing how to teach with PAKEM. In introducing Carakan benyanyi cocakrawa begins with the poem deals with Carakan. To introduce Carakan used karta Carakan and to read the expressions made comic beraksara beraksara Java Java. In the training methods and media used, the methods to go work for menjodokan Carakan card into meaningful words and with Team GameTournament method for reading comics beraksara Java. From these activities seem intrigued teacher motivation to implement the Java language learning, especially enjoyable. This is reflected in ugkapan the participants realized that in teaching the Java language specifically related to Java Script can be fun.

Kata Kunci: *carakan, creativity*