

**THE USE OF THE *WHEEL OF NAMES* IN LEARNING INDONESIAN  
TEXT MATERIAL DESCRIPTION "STANDARD WORDS AND NON-  
STANDARD WORDS" CLASS VII SMP NEGERI 12 DUMAI**

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**Abstract (Indonesia)**

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**Latar Belakang:** Dalam pembelajaran bahasa Indonesia sangat dibutuhkan media-media yang kreatif dan inovatif sehingga siswa tidak jenuh dalam pembelajaran di dalam kelas. Pembelajaran bahasa Indonesia yang kreatif dan inovatif dapat menumbuhkan semangat siswa dalam belajar. Siswa sangat tertarik dan sangat antusias ketika melihat sebuah media pembelajaran yang baru dan kreatif.

**Tujuan:** Tujuan dari penulisan ini adalah mengetahui pengetahuan kata baku bahasa Indonesia yang dimiliki siswa; dan memberikan pengetahuan baru mengenai kata baku bahasa Indonesia bagi siswa.

**Metode:** Penelitian ini menggunakan metode kualitatif karena peneliti dapat menarik generalisasi dari apa yang diamati secara induktif, teori yang abstrak tentang proses, tindakan atau interaksi berdasarkan pandangan dari partisipan yang diteliti (Creswell, 2009). *Wheel of names* merupakan alat atau media yang digunakan dalam pembelajaran atau pembinaan bahasa Indonesia.

**Hasil:** Media tersebut dapat digunakan sebagai alat ukur kemampuan siswa dalam memahami kata baku dan tidak baku. Minimnya kata baku bahasa Indonesia yang dimiliki oleh siswa menjadikan *wheel of names* digunakan dalam pembelajaran bahasa Indonesia di SMP Negeri 12 Dumai.

**Kesimpulan:** Dengan menggunakan *wheel of names* sebagai media pembelajaran diharapkan dapat membuat siswa lebih mudah untuk memahami dan menambah pengetahuan baru mengenai kata baku bahasa Indonesia.

**Kata kunci:** pembelajaran bahasa indonesia, *wheel of names*, dan kata baku

**Abstract (English)**

**Background:** *In Indonesian learning, creative and innovative media are needed so that students are not saturated in learning in the classroom. Creative and innovative Indonesian learning can foster students' enthusiasm for learning. Students are very interested and very enthusiastic when they see a new and creative learning medium.*

**Objectives:** *The purpose of this writing is to know the knowledge of standard words Indonesian that students have, and to provide new knowledge about standard Indonesian words for students.*

**Methods:** *This study uses qualitative methods because the researcher can draw generalizations of what is observed inductively, and abstract theories about processes, actions, or interactions based on the views of the participants studied (Creswell, 2009). The wheel of names is a tool or medium used in learning or coaching Indonesian.*

**Result:** *The media can be used as a measure of a student's ability to understand standard and non-standard words. The lack of standard Indonesian words owned by students makes the wheel of names used in learning Indonesian at SMP Negeri 12 Dumai.*

**Conclusion:** *By using the wheel of names as a learning medium, it is hoped that it can make it easier for students to understand and add new knowledge about the standard word Indonesian.*

**Keywords:** *Indonesian language learning, wheel of names, standard words*

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## INTRODUCTION

The era of the industrial revolution 5.0 requires everyone to be more active, creative, innovative, productive, adaptive, and also competitive. The development of the industrial revolution era 5.0 certainly has an impact on the world of education (Nastiti & Ni'mal Abdu, 2020). In the world of education, emphasis is placed on character, morals, and exemplary education. This is because the knowledge possessed can be replaced by technology while the application of *soft skills* and *hard skills* owned by each student cannot be replaced by technology. In this case, readiness is needed in terms of competency-based education, understanding, and utilization of IoT (*Internet of Things*), the use of *virtual* or *augmented reality*, and the use and utilization of AI (*Artificial Intelligence*).

*The Use of the Wheel of Names in Learning Indonesian Text Material Description "Standard Words and Non-Standard Words" Class VII Smp Negeri 12 Dumai*

This era of the industrial revolution 5.0 makes it easy for students to get the latest information from anywhere, anywhere, and anytime. The ease of information obtained by students can affect perspectives, lifestyles, and cultures in the world of education (Astuti & Rps, 2014). Student access to obtaining or providing the information is relatively fast. This is based on students' proficiency in using social media such as *WhatsApp*, *Facebook*, *Instagram*, *tik tok*, and other social media in receiving and conveying information (Indriana, 2011).

The use of social and digital media is a unified part of the daily lives of Indonesian students. Unfortunately, students do not yet understand the benefits of using technology, especially social media, so social media that is often used by students is often misused. The purpose of using technology carried out by students is as a medium for receiving and conveying information. However, the delivery of information carried out by students through social media usually uses slang or students rarely add standard word knowledge in Indonesian.

The phenomenon of using slang that is increasingly mushrooming among millennial students today makes the use of the word standard very low. The word *Baku* became a very unfamiliar word to the ears of the students. Not infrequently, when students know the standard words from the non-standard words that they often say, it makes students laugh and are not sure of the standard words that are conveyed. Students today are more familiar with hearing slang words, for example, words that have recently become phenomenal among the community, especially students, such as *lebay*, *alay*, *mood*, *relaxed*, *cans*, *crisp*, *gils*, *upset*, *hoax*, *kuper*, *skuy* which is the reverse word of *yuks* and many more. These words are not found in the Big Indonesian Dictionary (KBBI) because the words mentioned earlier are not standard.

In learning in schools, especially in Indonesian lessons, teachers do not pay attention to the mastery of standard words that students have so when asked to speak in front of the class or in general, they often find languages that do not have Indonesian language rules. On the other hand, students do not yet have the awareness to increase their knowledge of the standard word Indonesian. This is because students spend more time surfing social media and the habit of reading books in addition to knowledge becomes neglected. Millennial students prefer to read information or status on social media than to read textbooks or other textbooks.

Learning Indonesian in the classroom only implements according to what is in the curriculum, the teacher should insert a little time to add Indonesian standard word knowledge to the students so that when students speak or tell stories in front of the class or public, they use of Indonesian can be organized properly and correctly. Teachers are now required to be creative in accommodating student needs and must be sensitive to student characteristics and psychics. The success of the delivery of the material can be seen from the model chosen by the teacher. Learning Indonesian has the aim of equipping students to develop language in addition to aspects of reasoning and memorization so that the knowledge and information received by students are limited to language and literature products.

One of the efforts that can be made in Indonesian learning is to use creative learning, for example using tools or a unique medium in learning. The use of media can help learning activities in the classroom become more fun and less boring. In addition, the function of learning media can be a medium for coaching Indonesian. So, not only students can increase their knowledge of standard words, all residents in school and outside of school can gain standard word knowledge.

In an observation made by researchers on grade VII students at SMP Negeri 12 Dumai, there were several problems found in learning Indonesian, one of which was the use of standard words. The problem factor is that students do not understand the benefits and importance of using the word standard. Almost all students who were asked questions

did not know the standard word of the word "gadget", students only knew the word "mobile". The word is very often used by students in Indonesia. Students still feel unfamiliar when they hear the word "gadget" and there are even some students who just know the word "gadget".

Therefore, this research focuses on a medium. Media can be interpreted as an intermediary in learning can be in the form of hardware and software. The media can support in achieving goals in learning. Learning will be interesting with the use of media. *Wheel of names* is one of the media that can be used as a learning medium in Indonesian and can help students in understanding the text material of descriptions, especially standard and non-standard words in Indonesian (Asyhar, 2012).

## RESEARCH METHODS

Based on the problems studied, the design of this research is qualitative research. According to (Creswell, 2009), qualitative research is those methods of exploring and understanding meanings that several individuals or groups of people consider to be derived from social or humanitarian problems. Qualitative methods can be carried out with various approaches including participatory research, discourse analysis, ethnography, grounded theory, case studies, phenomenology, and narrative.

The reason researchers use qualitative research as a research method is that researchers can draw generalizations of what is observed inductively, and abstract theories about processes, actions, or interactions based on the views of the participants studied (Moleong, 2013).

## RESULTS AND DISCUSSION

From the research that has been carried out, it provides the following picture:

The students of SMP Negeri 12 Dumai in the mastery of the standard word Indonesian is still very low. Students only know the standard words Indonesian that the teacher usually says or writes in classroom learning. Students don't find out enough about the standard words in Indonesian. Even though almost all students already have personal devices. It should be easier for students to find out information about Indonesian. But unfortunately, the desire of students to increase their knowledge of the standard word Indonesian does not exist.

The lack of mastery of standard Indonesian words owned by students can have a bad impact, especially in the field of language skills, namely listening, reading, speaking, and writing. Students will find it difficult when it comes to writing, especially in formal writing or scientific papers.

To find out the initial ability to master the standard words Indonesian possessed by grade VII students of SMP Negeri 12 Dumai, students are given a sheet of paper containing standard and non-standard words. Then students are asked to put a checkmark (✓) to choose a word that includes standard or non-standard words. An example looks like the table below:

**Table 1. The Word Baku and Not Baku**

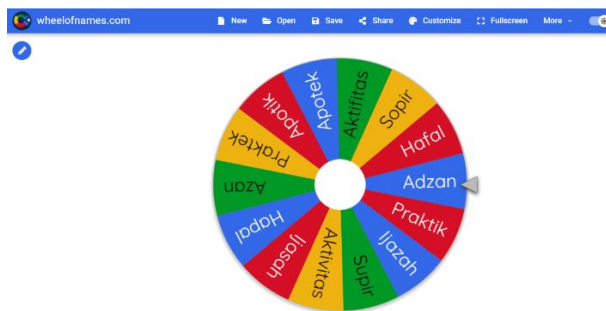
No	Word	Reciprocally	Not Raw	Information
1	Practice		√	Practice
2	Pharmacies		√	Pharmacy
3	Simply	√		
4	Diploma		√	Diploma
5	Driver	√		
6	Activities		√	Activity
7	Adhan		√	Azan
8	Era	√		
9	Expiry	√		
10	Permit		√	Permission

From the results of these sheets, it is known that the mastery of standard Indonesian words owned by students is still low. Even though the words used as examples are words that are familiar to them and they still often say them. But in fact, there are still many students who are wrong in answering the word.

After knowing the results of mastering the standard words Indonesian from the grade VII student of SMP Negeri 12 Dumai. Researchers began to use media as a learning aid in Indonesian especially when learning standard and non-standard words in Indonesian. The medium used to support learning is *the wheel of names*.

The working steps for using such media are:

1. Master with the help of *google chrome* opens *wheelofnames.com*,
2. The teacher makes a *spinner* from *wheelofnames* by entering standard and non-standard words,
3. Students one by one are asked to play the media through the teacher's laptop which is broadcast through the projector,
4. After the needle stops at one of the words, the student is asked to answer the word included in the standard word or non-standard.



**Figure 1. Wheel of names Baku and Tak Baku Words**

Gradually the teacher will give words that are often encountered (oral or written) by students in everyday life, be it at school or outside of school on the *learning media wheel of names*. The media is indirectly very helpful for teachers in learning Indonesian especially standard and non-standard words because students can understand the material and also get the latest information about words outside of learning in class. With the number of words owned by students, it will be easier for students to write a text essay, be it a fiction text or a non-fiction text assigned by the teacher in learning Indonesian in class.



**Figure 2. The use of a wheel of names in learning**

The existence of the media *wheel of names* in the language of students is very enthusiastic in playing the media. Students consider the *wheel of names* of language to be one of the new games and very educational for students.

With this media, it is hoped that it can help students to increase their knowledge of Indonesian words. Although students get knowledge of words from slang, with the help of learning media students can balance input between standard words and slang. So that the knowledge that adds to the student is not just the latest knowledge of slang.

## CONCLUSION

The learning process using *the wheel of names* media makes for a different but fun learning atmosphere. *Wheel of names* became a new game for students. Not just a new game, *wheel of names* can also provide education about the word default Indonesian. Besides being able to be used as a medium in classroom learning, the *wheel of names* can also be used as a medium for coaching Indonesian. With the *wheel of names* of the language, it can add insight into the standard word Indonesian for all circles, be it students or the general public.

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