

# Environmental Education Model with Scripts-Based Education, Develop, Society and Audio Visual (EDS-AV)

<sup>1</sup>Hamsu Abdul Gani, <sup>2</sup>Edy Sabara

Lecturer  
Engineering Faculty  
Universitas Negeri Makassar, Makassar, Indonesia

**Abstract**—Design model for environmental education learning tools based on Script Education, Develop, Society and Audio Visual (EDS-AV) aims to increase the attractiveness and to motivate the kindergarten students' behaviours towards the environmental issues. Quantitative data includes the quality of the learning model-based EDS PLH-AV. Qualitative data consists of identification data competence and learning needs of Environmental Education (EE). The design of learning model is proposed to improve significant accumulation of various learning patterns. It is supporting system the learning environment. This model is called EDS-AV. Based on the observations; the improvement of traction is reported that the observation of the model developed like Audio Visual in the form of Video has been delivered by visualizing concepts. It is easily understood by kindergarten children. Also, Audio Visual also increases the learning experience.

**Index Terms**—model of environmental education, EDS-AV.

## I. INTRODUCTION

Environmental education (PLH) is expected to be implemented properly in the community. The implementation of learning environment intended by using an integrative approach and unified approach. In early childhood education especially in Kindergarten school integrated into weekly activity session for physical motor session.

Early Childhood Education (ECD) is establishing the growth of a children brain structure and function. It gives a permanent effect to develop the children's behaviour and personality. Moreover, growth-oriented education allows educators to organize many experiences that can support the student' interest in early childhood and stimulate their curiosity. According to [1], every people have certain natural structures. For example, a basic instinct is carried by every human being. Basic instincts it does not have static or already has a standard form, but a flexible or rigid doesn't resist change and doesn't bound by a particular doctrine. On the other hand, [2], [3] said that there are three-dimensional (space appropriately), recognize the emotions themselves, manage and express emotions themselves appropriately, motivating oneself, recognizing others, and build relationships with others. Thus early childhood that is a significant investment for the family and the nation [4], [5]. Early childhood learning has been more emphasis on growth and development of children physically and mentally that prepared the children for their continuing education such as formal, non-formal and informal.

The process of development of a child will be quicker if a child remembers something by combining the ability to hear and see and practice it. The combination of hears and sees needs a media to provide the information simultaneously and it can only support by anelectronic process that produces audio-visual media. [6], states the media can be distinguished from the technology (mechanics, electronics, and physical form), symbolic systems (alphanumeric characters, objects, images, and sound) and themanytoolslike radio, video, computers, and books. Itisan innovation in learning by combining audio and visual in transferring knowledge about environmental education to someone to be positively influenced. According to [7], the visual-based media holds an important role in the learning process. Visual can help us in understanding and memorize. It can also cultivate students' interest and provide the relationship between the content of the subject matter with the real world.

According to [7]–[9], the learning resources based on peoples' attitude and behaviour use multimedia package, computer-assisted learning, and computer-based learning as a learning media.

Based on the information, the researcher designed a learning model that can be easily and quickly understood. It is an instructional learning model for environmental education based on scripts Education, Develop and Society-Audio Visual (EDS-AV) that can increase the students' impressive and motivation especially for student motoric skill.

## II. MATERIAL AND METHOD

This study used to research and development (R&D) model as an instructional model for environmental education EDS-AV based scripts to increase the motoric skill of students. The data in this study consisted of quantitative and qualitative data. There were two kinds of instruments used to collect the data, namely instrument validation as qualitative identification data and test instrument as identification students competence about environmental learning. Implementation of learning model held on two classes and obtained three observer and 27 kindergarten students.

### III. RESULT AND DISCUSSION

#### *Data validation of instruments and revisions*

The researcher developed two instruments a) matter instrument and b) video instrument. The instrument was simplified, efficient and effective. Instrument rating view, scripts, and material based on assessment standards of the model.

#### *Data validation of media expert and revisions*

Media experts are learning technologies expert. Media validation focuses how to make short films. The evaluation result that is delivered by the expert as follows:

#### *Prolog Aspects*

Prolog aspect consists of the visualization indicator of the location/region of the shot; the name of the location; the school condition including teachers and learners; and the topic of learning videos (Close-up). Table 1 shows media expert assessment

Table 1 Assessment by Experts Media.

No.	Assessment indicator	Average score	Information
1.	Animation	8,67	Very Good
2.	Writing	8,67	Very Good
3.	Color	8,50	Very Good

#### *Sound quality aspects*

Sound quality aspect consists of 1) sound of the video; 2) sound of music; 3) narrative; and 4) dialogue text in the script. Video sound aspect consists of the noise of the actor, the articulation of the actor, the back sound, the sound of the animation in the video from YouTube, the pronunciation of the text, the narration, sound effect, back sound, music, language is communicative.

#### *Visual quality aspects*

Visual quality aspect such as 1) the animation; 2) Posts, and 3) Color. Animation aspect consists of; an explanation about the dangers of litter towards the environment, video views about litter, and how recycling the litter as fertilizer.

Table 2 Assessment by Experts of Media On Aspects of Visual Quality

No.	Aspect	Total Score	
		Average score	Information
	Prolog	8,63	Very appropriate
1.	Visualization of location	9,00	Very appropriate
2.	Name of location	9,50	Very appropriate
3.	School condition	7,50	Appropriate
4.	Topic of learning video (Close up)	8,50	Very appropriate

#### *Aspects of visual communication*

Visual communication aspect, such as 1) the attractiveness of the video; 2) scripts of the video, and 3) the format of learning video presentation

Table 3 The Assessment by Experts Media Towards Visual Communication Aspect.

No.	Assessment indicator	Average score	Information
1.	Video interest	8,57	Very Good
2.	Video Script	8,65	Very Good
3.	Format of Learning Program	8,75	Very Good

#### *Data validation material expert and revisions*

Material experts are physical environment expert. The assessment results as follows.

#### *Material feasibility aspects*

This aspect consists of learning materials for early childhood education is competencies and objectives, perception delivered in the story about children that can strengthen memorizing, the topics can be understood clearly, the level of difficulties and abstractness concept that appropriates level of the child's thinking.

#### *Linguistic feasibility aspects*

This aspect consists of instructions for using the EDS-AV scripts that are delivered clearly the storyline that is easier to understand, the use of polite language, dialogue texts used in scripts to convey the material appropriately.

Table 4 Results of The Assessment of The Subject Matter Expert Linguistic Aspects

No.	Assessment indicator	Average score	Category
1.	The material presentation supports the students to be active in learning process	8,0	Very Good
2.	The actor performance in script is interesting and proportional	8,0	Very Good
3.	The plot of story is presented into Audio-Visual that supports the reader to understand easier	7,5	Very Good

### Media Effects Aspects of Learning

This aspect consists of Audio Visual that uses easily in learning process individually and collectively; Audio Visual Media can increase the motivation of the child to understand the environment, the Media can broaden the child's thinking about the environment.

Table 5 The Results of Material Expert Assessment Towards The Effects of Media In Learning Process

No.	Assessment indicator	Average score	Category
1.	The Audio-Visual is more easy to use in learning process individually and collectively	8,5	Very Good
2.	Audio Visual Media can increase the motivation of the child to understand the environment	8,0	Very Good
3.	The media can broaden the child's thinking about the environment	8,0	Very Good

### Discussion

The model of environmental learning aims to build a child's attitude to understand lifestyles that support environmental sustainability. Children who tend to like to play should get a chance to know the environment. The learning process that is built in the form of the game so that learners feel happy and its potential to grow. Video-based learning media can attract the attention of students who will impact on the creation of a conducive learning environment.

Visual media improves understanding and strengthens learners' memories due to the full information process. With attractive appearance and colour can foster students' interest to observe the contents of the subject matter and relate it to the real world. However, the interaction between students and teachers should also be built into the learning process. Such interactions can be constructed taking into account the characteristics of early childhood in learning. Learning through play, learning by experience and exploration are many characteristics of children in learning [10] Learning media that encourage students to play aims to bring happiness to children while learning. Children's habits of learning while playing stimulate the senses of the body and become a supporter of interest to explore the environment. Thus, cognitive abilities and interaction skills with others will develop [11]

### IV. CONCLUSION

The design of learning model is a comprehensive accumulation of various learning patterns. It supports the learning environment. This model is called EDS-AV. Based on the observations; the improvement of traction is reported that the observation of the model developed like Audio Visual in the form of Video that is delivered by visualizing concepts. It is easily understood by kindergarten children. Also, Audio Visual also increases the learning experience

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