

Utilizing Interactive Pop-Up Book Media to Foster Learning Interest and Courage in Speaking English among Grade X Vocational High School (SMK) Students

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Praktik Ini Berangkat dari Kebutuhan Siswa untuk Berani Mencoba

Konteks Praktik

-  **Guru:** Cut Nidar Akmar Barus, S.Pd.
-  **Sekolah:** SMK Negeri 3 Lhokseumawe
-  **Mata pelajaran:** Bahasa Inggris
-  **Kelas/Fase:** X / Fase E
-  **Elemen:** Listening & Speaking
-  **Media:** Interactive 3D Pop-Up Book – Fable

Fokus perubahan

-  **Minat belajar**
-  **Keberanian berbicara**



Pengalaman untuk refleksi dan diskusi bersama—bukan solusi yang sempurna.

Kecemasan Berbicara Membuat Sebagian Siswa Memilih Diam



Kondisi awal yang ditemukan



Minat dalam kegiatan berbicara belum merata; sebagian siswa pasif saat ditanya dalam bahasa Inggris.



Takut salah pengucapan dan khawatir ditertawakan teman.



Respons yang terlihat; diam, menundukkan kepala, berbicara sangat pelan, tertawa gugup, atau menolak tampil.



Teks panjang dan penampilan langsung dapat terasa berat bagi siswa pemula.

Hambatan bukan selalu pemahaman—sering kali siswa belum berani mengucapkan jawabannya.

Pemanfaatan Media Pop-Up Book dan Fabel Memberi Pijakan Visual sebelum Siswa Berbicara



1. Attractive Visuals

Captures attention and makes the material more concrete.



3. Rich Vocabulary

Builds word recognition and helps students understand the content more easily.



2. Clear Context

Helps students grasp the storyline and main ideas more quickly.



4. Active Participation

Encourages engagement and makes learning more enjoyable.



Presents stories through engaging visuals and interactive elements.



Helps students build vocabulary, respond to questions, and understand the story step by step.



Interactive media is an effective way to support and strengthen learning before speaking.

Desain Pembelajaran Mengubah Rasa Ingin Tahu Menjadi Kesempatan Berbicara



Objective

To cultivate curiosity, build confidence, enrich vocabulary, and develop the ability to speak English fluently in a supportive and enjoyable environment.



1 Curiosity

2 Understanding
The Story

3 Language
Practice

4 Speaking
Practice

5 Reflection

A better change: students who are more curious
become more confident in speaking.

Persiapan dan Kesepakatan Kelas Membuat Siswa Lebih Aman untuk Mencoba

Perangkat pembelajaran



Buku Pop-Up 3D
Interaktif – Fabel



Kartu gambar/kata



LKPD Peta Fabel



Lembar observasi



Kosakata kunci dan
5–7 kalimat sederhana

pintar
berani
baik

Ruang belajar

Atur posisi agar semua siswa dapat melihat dan mudah berlatih berpasangan.



“ Kesalahan adalah bagian dari belajar. ”

Saling membantu, bukan menertawakan.

Enam Tahap Mengantar Siswa dari Mengamati hingga Merefleksikan

1

Open Your Curiosity

The teacher invites students to observe, guess, and respond to the question "Who is this?" / "What can you see?"



2

Connect the Pictures with Words

Students match the pictures with the corresponding words.



3

Understand the Story

The teacher provides the next clue or key information, then asks students to describe it.



4

Share Your Ideas

In groups, using the visual aids.



5

Practice Speaking

Take turns, 3–5 minutes.



6

Reflect

Ask about the lesson and write your thoughts.



A better change: students who are more curious become more confident in speaking.

Tiga Tahap Awal Mengubah Gambar Menjadi Pemahaman Cerita

1

Open Your Curiosity



- The teacher asks guiding questions to spark students' curiosity, such as "Who is this?" / "What can you see?"
- Students observe, identify, and express their thoughts using relevant vocabulary and simple sentences.



2

Connect the Pictures with Words



- Students match the pictures with the corresponding words.
- They associate the images with the vocabulary they have learned.

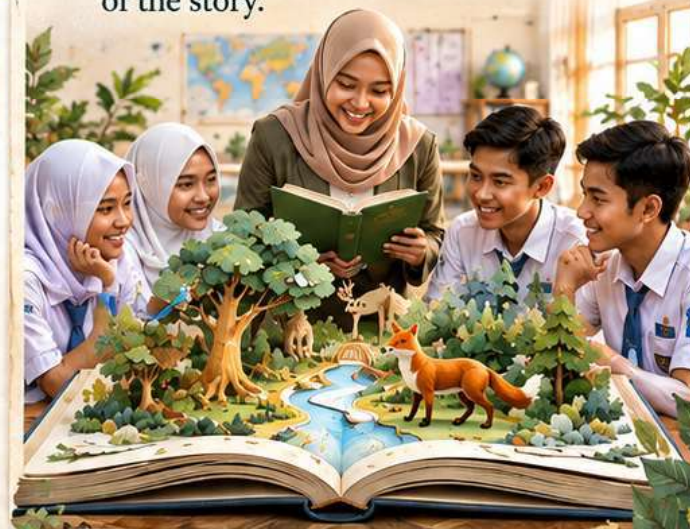


3

Understand the Story



- The teacher provides the next clue or key information, then asks students to describe it.
- Students identify the setting, characters, and moral message of the story.



A better change: students who are more curious become more confident in speaking.

Refleksi Menilai Keberanian dan Partisipasi, Bukan Hanya Ketepatan Bahasa

Students' Reflection



Self-assessment



Social and cultural awareness



Awareness of the benefits gained

Assessment Instruments



Exit ticket



Observation sheet



Students' reflection sheet

Media: pictures · Students' work samples · Students' opinions · Teacher's notes



Fabel Storyboard (LKPD)

Implemented by



Independence



Collaboration



Teamwork

It's not just about being right —
it's about being brave and participating.

Tindak Lanjut Memperluas Latihan Cerita tanpa Mengandalkan Satu Media

Rencana tindak lanjut



Pop-up book
as a learning media
for storytelling



Story sequencing

— arrange the story
in the right order



Story creation

— make your own
story



Pair practice

— tell the story
in 30–60 seconds



Listening practice

— listen to the story
before reading it
again



Role-play

— act out
the story



Pair dialogue

— discuss the story
with a partner



MGMP Collaboration

Conduct discussion
forums, instruction
development, and
assessment.