

How To Use Poster To Teach English

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Abstract— The aimed of this article is to develop learning media, namely poster. because poster will drive student motivation and character in learning English. The students conducted this article because there were problems in learning, the students have to understand to knowledge and have skills in learning. Students must also have good character in increasing learning motivation. So that the author makes posters to gave students improve to learn because posters in education was make students to improve student learning. These poster as a media are common among the learner and student were easy to learn, particularly in the current condition, students have to build ideas and develop knowledge through written writing. so that in this writing the poster was chosen to be used as material to develop student creativity in class learning and the author chose a Canva application to make learning applications to serve as classes learning materials. This research was used qualitative method with DnD model namely design, development, and evaluation. The population of this research was the English teacher SMPN 4 Kintamani with a sample all seven grade students with 32 students who were sampled in this study. the results of using these three steps can help teachers to use posters in teaching English and the results of the posters can be used as material for teaching in class.

Keywords— Poster, Canva, Design and development.

1. Introduction

Developments have been declares English as an international language. Language plays an important role in our lives because it is used by humans to communicate, to be able to understand each other. Humans are part of society; therefore they cannot only stand alone but must also communicate with the environment. Along with the increasing technological advances in the era of globalization, it requires us as the younger generation to improve their abilities in the field of science and technology (IPTEK). In that position English is the language of Science and Technology, therefore without the ability to speak English it will be difficult to communicate with other people in various countries, such as the use of the internet and tools that use sophisticated technology. The development of these technological advances starts from the development of electronic devices to the sophistication of various multimedia tools. There are four abilities or skills needed to learn English, namely writing, reading, speaking, and listening. The four skills are divided into two, namely: First, productive skills, namely speaking and writing. Both skills are receptive reading and listening. Productive means conveying or giving information and thoughts from oneself to others, in this case the interlocutor and the reader. Receptive means accepting from the thoughts of others, namely writers or authors and readers, so that from these thoughts it can distinguish different student characters to determine student progress in the learning process. It can be seen that students today have the ability to develop language when they are sitting in kindergarten. They are familiar with English vocabulary such as colors, alphabets, and numbers. But there are also those who have not been taught at kindergarten, so it is difficult to know their English skills because of an imbalance in their vocabulary knowledge. Most of the students in Indonesia only know the pronunciation but when they are asked to write what they say. Even though in English, the spelling of the writing and pronunciation is different which causes student errors when answering questions, especially written examinations. Some of the reasons outlined above attract attention to using posters as a medium used in delivering learning. The use of posters in teaching is expected to attract students' attention because posters have attractive colors and have a special appeal in the form of images, making it easier for students to understand vocabulary. The posters used must of course be adjusted to the theme being taught so

that students can relate to existing concepts. By using learning media in the form of posters, it is hoped that it can generate interest as well as creativity and motivation of students in learning English, so that students can get the maximum benefit from both the process and the learning outcomes. This article will provide how to use posters in teaching English in an easy way to improve the quality of education in these schools in particular and the quality of education in Indonesia. So from this explanation in this seminar will explain how to use posters in teaching English to motivate students in learning English. designed for the public in this learning place posters can help learning and learning design to attract students to implement Student learning in the classroom is getting better because student posters are better because it can give students good character and give students higher motivation in learning. The purpose of this poster learning is to attract teacher creativity in learning. For example how to use poster in teaching English. Meanwhile, posters are an attractive, interactive and dynamic visual tool that delivers ideas and this article will give the reader an expose on using the poster in English teaching.

2. Literature Review

A. Theoretical Review

a. Definition of poster

According to Harsono (2019), Posters is a learning medium used by teachers and other students to carry out the learning process which is used to show material in the learning process. So from this statement posters are very important to use in the learning process. For example using poster to teach English. Where the goal of the teacher using posters in the learning process is to increase student creativity in carrying out learning, through posters the teacher can provide elective teaching and easier for students to understand. In this study it is to increase student creativity in the learning process. Where the teacher uses learning media to make posters is the first step in making it easier for students to learn. On the other hand, posters can invite students to formulate a theme with an alghorter and posters can also provide peer-learning. In learning this poster can provide a positive attitude to students, because attractive and colorful posters can invite students to study and increase student creativity in learning. In addition, this poster learning can provide an inspiring attitude in the learning process.

b. learning application to make a poster

Canva

Canva is a learning application used to create a poster. Canva is used to make posters that are attractive and can attract students to learn well. According to Matt Mansfield (2016) in citation Isal Salman Al-faridji (2019), states that "Canva is a tool that is equipped with features and functionality that is easy enough to use so that anyone can create a variety of interesting content that is shared". So, Canva can be used to learn English in writing. For example in writing, there is material about advertising and greeting cards so that students can use canva to make brochures, flyers, and greeting cards by exploring students' creativity. It can be seen from the statement that Canva functions as a medium for learning to write, one of which can be used to make posters, Canva can be studied by students with the guidance of teachers to create an interesting learning media. Besides being easy to learn, Canva can also attract student creativity to improve learning well and increase student creativity. Canva is part of the learning application for making posters, canva was also chose to make posters in carrying out the learning process because canva can attract students to do creativity in learning.

c. How to make poster with a CANVA application

How to use CANVA application with a topic peoples (Man) to teach English



1. download the application before starting to design CANVA, if you have downloaded the Canva application, you can immediately click on Canva to continue the next steps.



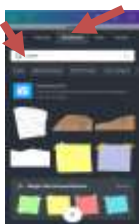
2. Second, after clicking on the Canva application an image will appear like the one above so you can select info graphics in the tools provided in the Canva application then after typing the word CANVA in the search field, an image will appear as shown above and you can choose a blank paper like the image above to start designing CANVA.



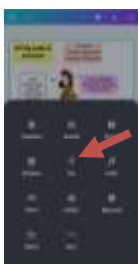
3. Then if you need character man, select the word elements in the tool in the Canva application that has been provided then in the search field you can type the word man to select the male character according to the design that you will make in the Canva application.



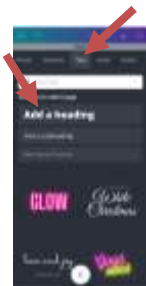
4. After selecting the elements of the next character, you can select elements, and then in the search field, click shapes to select the style for the writing you want in designing a media. Then if you are going to make the media more attractive then click the element on the tool provided then in the search field type the word shape to add a more interesting writing column to your design.



5. Next step is to add creativity in designing media, click on the word elements in the tool image above then in the search field you can click on the word paper and you can select the paper you want to add more interesting writing to the design you make.



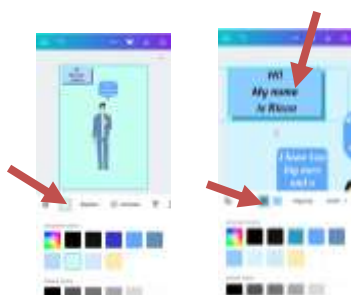
6. After appearing like the picture above. Choose the word text to start writing on the media



7. Then, choose the word text on the tool as shown above an image appears as above and select the type of writing you want to write text on the media.



8. The next step is after choosing the type of writing. Choose the word elements in the tool provided by the application, and then you can choose a shape to add a basic writing to the media to be more interesting.



9. The next step is to add color to the background. To color the background so that it is more interesting, select the background color at the bottom, then several color choices will appear as shown above then choose the color according to your wishes. Then the second picture is after giving color to the background, you can give it color according to your wishes on the basis of writing. Choose a color at the bottom then several colors will appear as in the image above then choose the color according to your wishes.



10. The next step is to select the elements in the tool section then in the search field type the word city then an image will appear as shown above and you can select the image according to your wishes.



11. The last is the results a design using the Canva application to teach English.

d. definition of design and development

According to Sahrir et al. (2012), design and development research is a famous research in testing a theory and validating its practicality. Sahrir et al. (2012) stated that in research design and development has conceptual and several important aspects that are practically used from "what" and "how" to do it. Sahrir et al. (2012) stated that there are various kinds of design and development that can be developed as a step-in creating learning media. According to J. Ellis & Levy (2010), design and development research is an investigation in a product or program development context with the aim of improving what is being developed or developed. J. Ellis & Levy (2010) stated that design and development is a research that is often referred to as a bridging function in a research cycle. The research in question is started from an initial concept of the problem that ends in an evaluation of the impact of the problem. J. Ellis & Levy (2010) in design and development research must have a contribution to be able to solve a problem that can be overcome through creativity or human interaction.

B. Empirical Review

There were several previous studies related to how to use poster for teaching English, the writer only mentions seven out of them. The writer would show the previous studies which were relevant to this article.

The first study was conducted with the title "Developing Poster Based on Diversity of *Nepenthes* in Labor Intensive Forest, Krayan North Kalimantan", which was researched by Silvia Ilma in 2018. The aim was to determine the diversity of forest labor-intensive *Nepenthes* and to determine the feasibility of learning media in the form of posters developed. From the results of the *Nepenthes* diversity study, the problem that can be found in this study is that how was *Nepenthes* population threatened with extinction. This problem the researcher used 10 methods in data collection, namely the research stage, inventory and identification, *Nepenthes* diversity index, development stage, initial field trials, main product revision, product development stage Product testing, data collection instruments, and data analysis techniques. Based on the ten methods, the subject used in this study was X SMA students and the setting in this study was in the school. The results of this study were the researcher developed a media poster in preserving *Nepenthes* in schools, but before developing posters in class X SMA, the researcher was obtained the first validation validated by material experts, media experts, and practical experts before being tested on students. Based on the results of the expert material validation, the poster media developed was in the very good category. Based on validation and responses to posters, it can be determined that the poster is suitable for use in learning for high school.

The second study with the title "Poster Development and Presentation to Improve Scientific Inquiry and Broaden Effective and Scientific Communication Skills" researched by Ines Rauschenbusch in 2018. This research designed an inquiry-based poster project with the aim was improving students' scientific communication skills. In her research there was a problem faced by research namely how was the team assigned students to explore factors that influence microbial growth in the environment. These problems this research used specific methods to collect, interpret, and present data. This research used the subject was students and the setting was in the school. The results of this study were students show their learning results about a given topic, namely making posters based on investigations about microbes and they have sufficient time to develop good products for two semesters and each poster produced will be given an appreciation, namely a good poster was posted on the laboratory wall to appreciate the creativity of students in developing poster media based on microbial investigations. Based on these results in this study, the poster was declared very feasible to be developed in laboratory learning based on microbial investigations.

The third study was titled Developing an Instructional Design for the Design of Info graphics and the evaluation of Info graphic Usage in Teaching Based on Teacher and Student Opinions by Fezile Ozdamli in 2017. The purpose of this study was to develop an instructional design based on the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model of info graphic design as well as the determination of student and teacher opinions on the usage of info graphics in teaching. The research question in this study was 1). How is develop info graphics in teaching based on teacher and students opinion. And how is develop an instructional design based on the ADDIE (Analysis, Design, Development, Implementation, Evaluation). The method this study were quantitative and qualitative studies. The data collection this study were opinion survey, self efficacyscald, and semi-structured interview forms. The subject this study were teacher and students. The setting this study were elementary school. The result of this study were the opinions of elementary school teachers on the usage of info graphics and their self-efficacy for info graphic design showed a significant and positive difference before and after training. Interviews were held on the usage of info graphics in learning environments with the 43 elementary school teachers and 51 elementary school students after the completion of the training process. Teachers used the info graphics that they had developed according to the course contents for eight weeks in their courses after the training was completed and observed the impact of info graphics in terms of different dimensions. At the end of the implementation, it was found that both teachers and students had positive opinions on the usage of info graphics in learning environments.

The four studies was titled developing a Motion Info graphic-Based Learning System for Effective Learning by Shih-Ting Tsai in 2020 years. The purpose this study was to apply the findings to a teaching demonstration school that is characterized by a large number of students in the resource classes. The research question this study was 1). How is develop motion info graphics to find out teaching demonstration school. The method this study was experimental group and control group unequal group pre-test and post-test. The subject of this study was a resource class from an elementary school in New Taipei City. The setting of this study was an elementary school in New Taipei City. The result of this study was the research using the digital motion info graphic system can enhance the continuous presentation and fluency of the content. In addition, the digital motion system function combined with the characteristics of the info graphic and matching the specific theme of natural science in assisting resource class students to be more helpful in learning is an important original intention of this research design and development. This was the process of turning ill-defined problems into well-defined problems, and it is expected to provide a basis and set of pilot examples for related research in the future.

The five studies was titled Developing Strategies for Instruction and Assessment of Info graphics for First Year Technology Students by Nathan Mentzer in 2017. The purpose of this research is to develop and improve the way our introductory design thinking course teaches visualization, and to push students toward more sophisticated visualization skills. The research question this study was 1). How is develop strategies for Instruction and Assessment of Info graphics for First Year Technology Students. The method of this study is quantitative research. The subject in this study was First-year students. The setting of this study was the College of Technology. The result of this study was for future study; the research is focus on more diverse population and uses all Tech 120 classes and instructors. First-year students in the College of Technology are in the beginning of their careers as designers, engineers, and innovators. They were involved in research projects and presentations during their time in college. Strong visual communication skills were useful skills in first semesters to use it in future works, not only in college but also beyond.

The six studies was titled The Development of Instructional Media Using Infographics to Enhance Learning Achievement in English for Communication and Study Skills Course by Sasiwimon Maneewong in 2019. The purpose of this study were 1) to develop and improve the learning media for course GEL 1103 English for Communication and Study Skills, 2) to study the efficiency of the developed learning media using Info graphic, and 3) to study the students' satisfaction of the developed learning media using Info graphic. The research question of this study was 1). How was develop of Instructional Media Using Info graphics to Enhance Learning Achievement in English for Communication skill. 2). How was develop of instructional media using info graphics to enhance learning achievement in English for study course. The method of the study was sample selected by simple random sampling. The data collection was questioner. The subject of this study was students' of courses English. The setting of this study was office of general education. The result of this study were 1) the total level of the students' satisfaction of the developed media in terms of the design is in high level, 2) the total level of the students' satisfaction of the developed media in terms of the presentation is in high level, 3) the total level of the students' satisfaction of the developed media in terms of the implementation of the gained knowledge is in high level, and 4) the total level of the students' satisfaction of the developed media in terms of the enhancement of learning achievement in the

course GEL 1103 English for Communication and Study Skills was in high level. It can be concluded that the developed learning media can be publicized as body of knowledge in the future.

The seven study was title Development of Info graphic Character Design of Malaysian Mah Meri Tribe'S Animal Masks as Learning Media of Traditional Masks by Lisa Sidyawati (2020). The purpose of this research was the developed of info graphic character design of the Malaysian Mah Meri tribe's animal masks. The research question of this study was 1) how was the developed of Info graphic Character Design of Malaysian Mah Meri Tribe'S Animal Masks as Learning Media. The method of this research was Borg and Gall's development model which simplified into 4 steps namely: (1). research and information collecting, (2). Planning, (3). develop a preliminary form of product, (4). final product revision. The subject of this research was Mah Meri of Malaysia. The setting of this research was the school of university Negeri Malang. The result of this study was a learning media application that could help tourists of all ages to learn the mask of Orang Asli of Malaysia at the museum more easily.

3. Method

This article uses a qualitative method with a design and development model by Ricky and Klein (2005). which aims to create a design for teaching English. There are three stages used in this research which can be described as follows.



(Richey and Kleyn 2005, p24)

based on the above model, the population used by the researcher is the English teacher at SMPN 4 Kintamani and the sample used in this research is grade 7 students consisting of 32 students. where the student will be used as an object in this study to assess whether the poster that will be used by the teacher in student learning can easily understand learning through poster media.

4. Result and Analysis

In how to use poster to teach english, the writer used three stages to design a CANVA for teaching english.

a. Design

The results of this study can be analyzed through the design used to teach English. Design results can help teachers to use learning as well as to assist in teaching students. The poster design that will be made by the teacher to teach students can motivate students to learn English. where English is an international learning which is the second language in Indonesian. For that reason, being a teacher must think smart in developing a media, namely the teacher can use posters to teach English.

b. Development

After designn, continue to the development procedure. The results of this development can be seen from the image below which has been made to teach English.



Based on the poster above, it can be seen that the results of the poster can be used to teach English. The writer analyzes the poster media used to teach English that can be used. because the media is easy to understand by students and easy to use teaching in the classroom. when offline class the poster can be pasted on the wall to teach while when offline the poster can be shared via WhatsApp or other online which can support students in carrying out learning. so that the results of this media poster are very good for use in learning.

C. Evaluation

After development, proceed to the evaluation step. the results of the development carried out to teach English using poster media. can be analyzed and it is said that posters are good to use in teaching. posters get high marks to be used as materials in teaching English. besides being easy posters can be used offline and online. when offline the teacher will use posters in class to teach English. whereas when online the teacher uses poster media through the WhatsApp group, while after being analyzed, this evaluation of WhatsApp can also help teachers to use poster media in teaching English using posters.

5. Discussion

The conclusion obtained by the authors of this paper is that researchers make poster to teach students with the background of educational problems that occur in Indonesia, especially in junior high school, the ability of students in learning English continues to decline in creativity and learning motivation because the teacher is lacking in learning. Create interesting learning media for teaching English in the classroom. Poster are the right media used as a media in learning to increase student creativity and motivation in learning so that teacher makes learning media in the form of poster to motivate students in carrying out learning. With poster posted in class can provide students to remember important lessons, especially in learning English. The author made a poster with learning media, namely Canva to help develop poster for teaching English in the classroom. Besides being easy to use the media, it is also commonly heard in school circles. posters can be used as teaching materials and the authors use qualitative methods to explain how to use posters using the DnD model from Richey and Kleyn (2005), namely design, development, and evaluation. where the three steps can explain how to use posters in teaching English and the final result posters can be used to teach English because they are known to be easy to use as teaching materials.

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