DEVELOPMENT OF A HOLISTIC LEARNING MODEL INTEGRATION OF STEAM BASED KNOWLEDGE AND SKILLS OF FINAL ARTS COMPETENCE

by Zulfi Hendri, Dwi Wulandari, Nur Hayati

ABSTRACT

For the need for appreciation and innovation, knowledge competence and skills in art learning are two components that cannot be separated. Unfortunately, so far educators have had difficulty finding learning models that can simultaneously facilitate these two aspects in one complete learning unit. The STEAM concept, which includes practice and project based learning ideas, still needs to be reviewed to synergize with the specifics of art learning related to aesthetics, criticism, history and creation. Therefore, this study tries to develop a holistic learning model to facilitate the integration of STEAM-based art knowledge and skills competencies.

This R&D research was carried out for two years by adapting the Borg and Gall Model which consisted of six steps as follows: (1) needs analysis, (2) literature review, (3) planning and development of the initial form of the product, (4) preliminary testing, (5) main product revisions and main field tests, (6) product revisions according to the results of main field tests, operational field tests and final product revisions. Stages 1 to 5 are carried out in the first year which begins with analysis, study and formulation of an initial framework which is then documented in scientific articles with the target of being published in indexed journals. The next stage is the development of a prototype model that is tested through expert FGDs, then tested-applied in a real learning environment in two partner elementary school (SD) classes. The revised results of the preliminary test and the main field test resulted in a learning syntax in the form of: 1) Analyze, 2) Make sketches/designs, 3) Determine the media, 4) Test out sketches/designs, 5) Revision of work/products, 6) Presentation, 7) Evaluation.

Kata Kunci: Learning models, fine arts, knowledge competencies, skills competencies, STEAM.