



Readability analysis of teaching materials of English courses class 2 and 6 elementary school

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ABSTRACT

Background: Textbooks are one of the learning media used by elementary school students. Textbooks function to support teachers in the learning process and become a source of knowledge for students in following the learning process. Books as teaching materials are books that contain various subject matter produced by an author based on the applicable curriculum and serve as guidelines for teachers and students in the learning process.

Purpose: This study focuses on the study to describe the level of readability of teaching materials adapted to children's cognition.

Design and methods: The method used is a qualitative method with data analysis of readability text on webfx. The data used as a source in this study is in the form of text contained in teaching materials for English lessons for grades 2 and 6.

Results: Based on the results of the readability text on webfx, only a book with the title Knowing Kinds of Animals Using the Game "Card Hunting" is intended for grade 4 according to with the level of child cognition intended for grade 2, the age range of 8-9 years shows conformity, meaning that it is easy to understand. With an average readability of about 82 out of 100%. That textbook Easy to understand by 8 to 9 years old. Because one of the characteristics of a good textbook can be analyzed from the use of its structure and linguistic symbols. This means that all the information contained in the text book can be easily understood by readers or children at their age.

Keywords: Textbooks, Learning Media, Readability Text webfx

Introduction

The word media comes from the Latin *medius* which literally means "middle", "intermediary" or "introduction". In Arabic, the media is an intermediary or introductory message from the sender to the recipient of the message. So, the media is a tool that conveys or delivers teaching messages.

According to Miarso (2004), learning media are everything that is used to channel messages and can stimulate the thoughts, feelings, attention, and willingness of the learner so that it can encourage a deliberate, purposeful, and controlled learning process.

According to Suprpto et al, stated that learning media is an effective tool that can be used by teachers to achieve the desired goals. Based on the description above, it can be concluded that learning media is an intermediary or tool that can help convey teaching messages to achieve good learning outcomes. According to Rudi Bretz as quoted by (Tafonao, 2018) which divides into 8 classifications of media, namely: 1) Motion audio-visual media; 2) Audio visual media is silent; 3) Semi-motion audio media; 4) Motion visual

media; 5) Visual media is silent; 6) Semi-motion visual media; 7) Audio media; 8) Print media. One of them that will be discussed in this research is a text book.

Textbooks are textbooks in certain fields of study, which are standard books, compiled by experts in that field for instructional purposes and purposes, which are equipped with suitable teaching facilities and are easily understood by users in schools and colleges. so that it can support a teaching program (Rahmawati, 2016). Textbooks function to support teachers in the learning process and become a source of knowledge for students in following the learning process.

Books as teaching materials are books that contain various subject matter produced by an author based on the applicable curriculum and serve as guidelines for teachers and students in the process learning (Hidayat, 2014).

According to the Regulation of the Minister of National Education Number 11 of 2005 explains that textbooks are mandatory reference books to be used in schools that contain learning materials in the context of increasing faith and piety, character and personality, ability to master science and technology, sensitivity and aesthetic abilities, and physical and health potentials that are compiled based on national education standards.

Readability is a measure that is seen from the level of difficulty or ease of text for students to understand. Readability itself is a form of book evaluation (Hidayat, 2014). Readability relates to the ease with which the text can be read. A text can be said to have high legibility if the text is easy to understand. While the text is said to have low legibility if the text is difficult to understand (Fatin & Yuniarti, 2019).

According to Chen Jie via (Supriadi & Fitriyani, 2021) there are several factors that can determine the level of readability of a discourse, including; 1) The number of sentences in the discourse; 2) The number of syllables in the discourse; 3) The grammar used To determine the level of readability of the text, it is necessary to measure the readability . the ease or difficulty of a translated text to understand.

In the context of translation, the term readability basically does not only concern the readability of the source language text but also the readability of the target language text. Of course, before a translator starts the process of translating a text, the translator must know roughly who the readers of the translated text are. In the view of Podo and Sullivan (1989:79) the term readable means "read". Kridalaksana (1994) also defines readability as the level of whether or not a written work can be read by people who have different reading abilities. Texts for children are certainly very different for adults. Children's story books are packaged in simple and concise language. In contrast to the text on reading for teenagers and adults, of course the choice of words used will be more complex and structured. Therefore, a good translated text must be easy to read and understand by the target reader of the translated text.

One of the good texts certainly fulfills the aspects of readability. The aspect of readability is one of the aspects considered in the assessment of textbooks by the Center for Curriculum and Books, Kemdikbud. Texts or teaching materials whose readability levels are not or less in accordance with the level of student cognition will of course affect students' ability to understand messages or information contained in the text. Moreover, if the level of readability of the text or teaching materials is far above the level of legibility that should be.

Methods

This research is a qualitative descriptive study, because the author provides an explanation of the data that has been obtained and is explained systematically and as it is in accordance with the facts in the existing language.

Data Collection

Research data information is obtained from structured documents that are used as analysis material. Following:

Title	Pages	Class
Cheerful Card Hunting	16	2
Zoo Sketch Venture	8	6
Recognizing Various Animals Using "Card Hunting" Game	22	2

Data Analysis

Data were analyzed using the webfx text readability technique. Text readability webfx is a quick and easy way to test readability. used to analyze reading texts in student textbooks or texts that will be/is being used by students in learning activities.

Findings & Discussion

The data used as a source in this research is in the form of teaching materials with the first book. Teaching materials with the title of Cheerful Card Hunting are intended for grade 2 with Exposure to the concept of knowledge and skills presented with a variety of activities, including observation, discussion, and experiment activities by utilizing various means and information and communication technology. In learning English using card learning media, it is intended that students can easily understand it and can further develop aspects of students' values, morals, attitudes, and skills.

The second book of teaching materials with the title Zoo Sketch Venture is intended for grade 6. This learning media requires paper and colored pencils, to draw animals and then describe them, animal pictures can help students to reveal the information that will be written in the descriptive text. After that, the teacher makes the class atmosphere like being in a zoo, the role of the teacher is currently being a visitor and students are asked to introduce the animals they have made to the visitors. The benefit of the Zoo Sketch Venture learning media is that it can make players more diligent and concentrate on seeing and reading the instructions on the pictures that have been made, this will provide a visual and audio experience for children to encourage learning motivation and make complex and abstract concepts simpler, more concrete. and easy to understand.

The third book with the title Getting to Know the Kinds of Animals Using the "Card Hunting" Game which is intended for grade 2 can be concluded that the card hunting game is a game that contains prizes or messages that must be answered/solved to the problem. This card hunt aims to train the process of thinking, searching, and finding answers to the questions that have been given.

Based on the results of data analysis that has been carried out through readability webfx, this study yields several conclusions that: text readability results average of about 66.9 out of 100%. That the textbook can only be used by children aged 11 to 12 years. With statistical details of the text 5 sentences, 18 words, 4 complex words, 22.22% complex words, 3.60 average words per sentence, 1.61 average syllables per word.

The textbook with the title "Zoo Sketch Venture" which is intended for 6th graders aged 11-12 years, shows that most children can understand because the average text readability is around 70.6 out of 100%. That the text book can be used aged 12 to 13 years. With statistical details 4 sentences, 20 words, 3 complex words, 15.00% complex words, 5.00 average words per sentence, 1.55 average syllables per word.

A book with the title Knowing Various Animals Using the “Card Hunting” Game which is intended for grade 2 aged 8-9 years. showing conformity means easy to understand. With an average readability of about 82 out of 100%. That textbook Easy to understand by 8 to 9 years old. With statistical details of 5 sentences, 16 words, 2 complex words, 12.50% complex words, 3.20 average words per sentence, 1.44 average syllables per word.

From the following three texts analyzed, only one that meets the element of text readability is a book with the title Getting to Know Kinds of Animals Using the Game "Card Hunting" which is intended for grade 2 because it is easy to understand according to the level of cognition of students, namely ages 8-9 years.

Conclusion

A good text certainly fulfills the aspects of readability. The aspect of readability is one of the aspects considered in the assessment of textbooks by the Center for Curriculum and Books, Ministry of Education and Culture. Texts or teaching materials whose readability levels are not or less in accordance with the level of student cognition will of course affect students' ability to understand messages or information contained in the text.

Moreover, if the level of readability of the text or teaching materials is far above the level of legibility that should be. The appropriate book is a book with the title Knowing Various Animals Using the Game "Card Hunting" which is intended for grade 2 aged 8-9 years. showing conformity means easy to understand. With an average readability of about 82 out of 100%. That textbook Easy to understand by 8 to 9 years old.

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