



Syahidah Humairoh
Guru SMP Negeri 126 Jakarta
Duta Teknologi DKI Jakarta

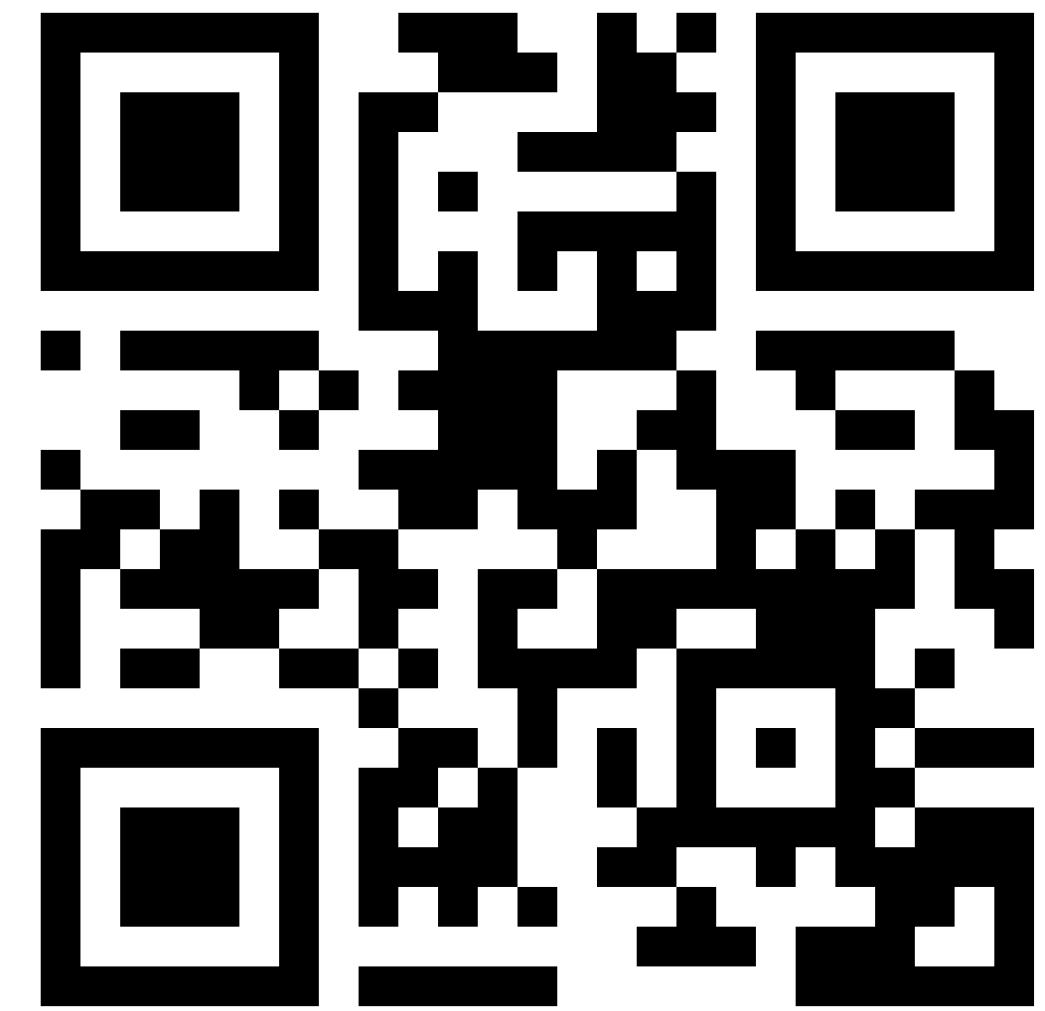
BERKOLABORASI MEMBUAT MEDIA PEMBELAJARAN INTERAKTIF DAN GAME EDUKASI MENGGUNAKAN

SCRATCH

**MELIBATKAN SISWA DALAM
PEMBELAJARAN**



<https://bit.ly/edugame126>



Apa keuntungan yang dimiliki game dalam pembelajaran?

- Permainan memotivasi para pemain untuk menggunakan keahlian mereka secara aktif
- Permainan memungkinkan pemain untuk "mencoba" berbagai strategi dalam situasi konflik yang tidak mungkin terjadi di kehidupan nyata.
- Permainan memungkinkan pertukaran keputusan/tindakan antar pemain.
- Pemain dapat menggunakan konsep 'belajar sambil melakukan'.

Wachowicz, M.; et.al. (2002). Games for Interactive Spatial Planning



Kriteria Permainan

Adanya
tantangan

Adanya
kontrol

Adanya
fantasi

Memunculkan
rasa ingin
tahu.

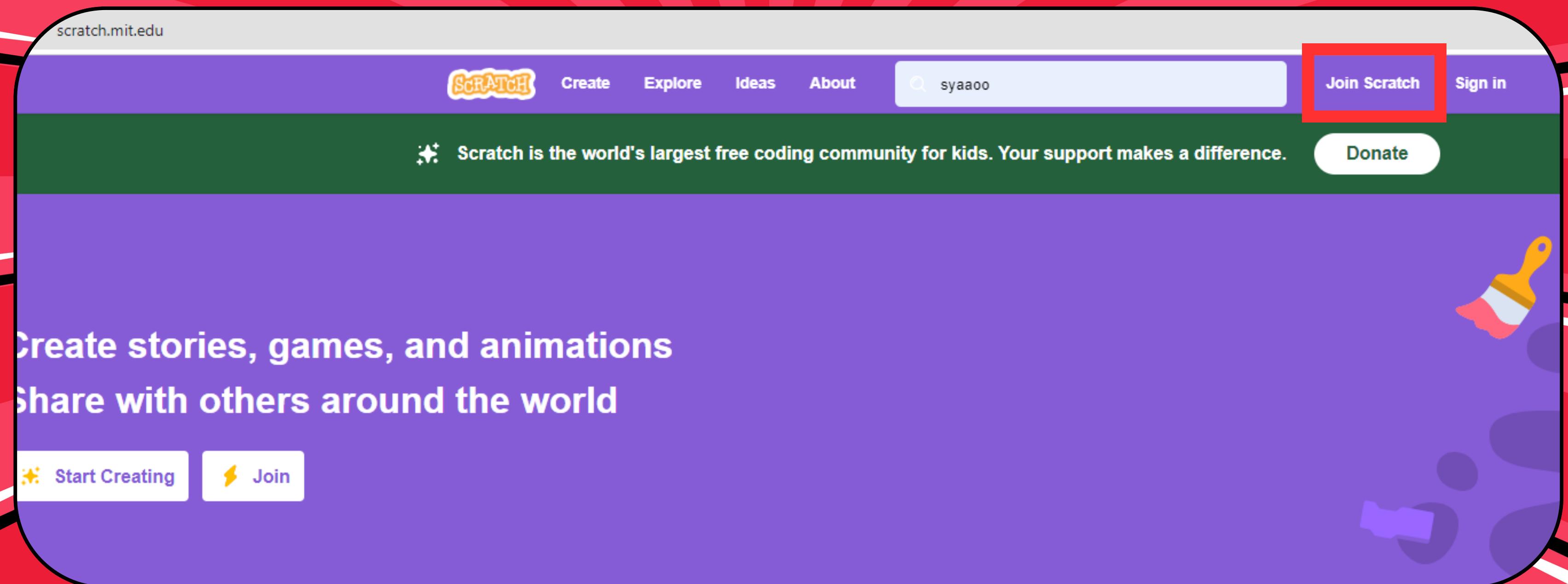
SCRATCH



Scratch adalah komunitas coding terbesar di dunia untuk anak-anak dan bahasa coding dengan antarmuka visual sederhana .

Scratch memungkinkan pengguna membuat cerita, permainan, dan animasi digital untuk mendukung pembelajaran digital interaktif.

Buka tautan scratch.mit.edu di browser, Kemudian Klik Join Scratch



The image shows the homepage of the Scratch website (scratch.mit.edu). The page has a purple header bar with the Scratch logo, navigation links for Create, Explore, Ideas, and About, and a search bar containing the text "syaooo". To the right of the search bar is a red-bordered "Join Scratch" button. Below the header is a green banner with the text "Scratch is the world's largest free coding community for kids. Your support makes a difference." and a "Donate" button. The main content area features a large purple background with white text that reads "Create stories, games, and animations" and "Share with others around the world". At the bottom left are two buttons: "Start Creating" and "Join". A cartoon character holding a paintbrush is visible on the right side of the main content area.

Isi username dan pasword yang ingin dibuat

The image shows the 'Join Scratch' sign-up screen. It features a white header with the title 'Join Scratch' and a subtext 'Create projects, share ideas, make friends. It's free!'. Below this are two input fields: 'Create a username' with a placeholder 'Username' and 'Create a password' with placeholders 'Password' and 'Type password again'. A blue button labeled 'Don't use your real name' is positioned between the password fields. At the bottom is a purple 'Next' button.

Join Scratch

Create projects, share ideas, make friends. It's free!

Create a username

Username

Create a password

Password

Type password again

Show password

Next

Pilih negara Indonesia

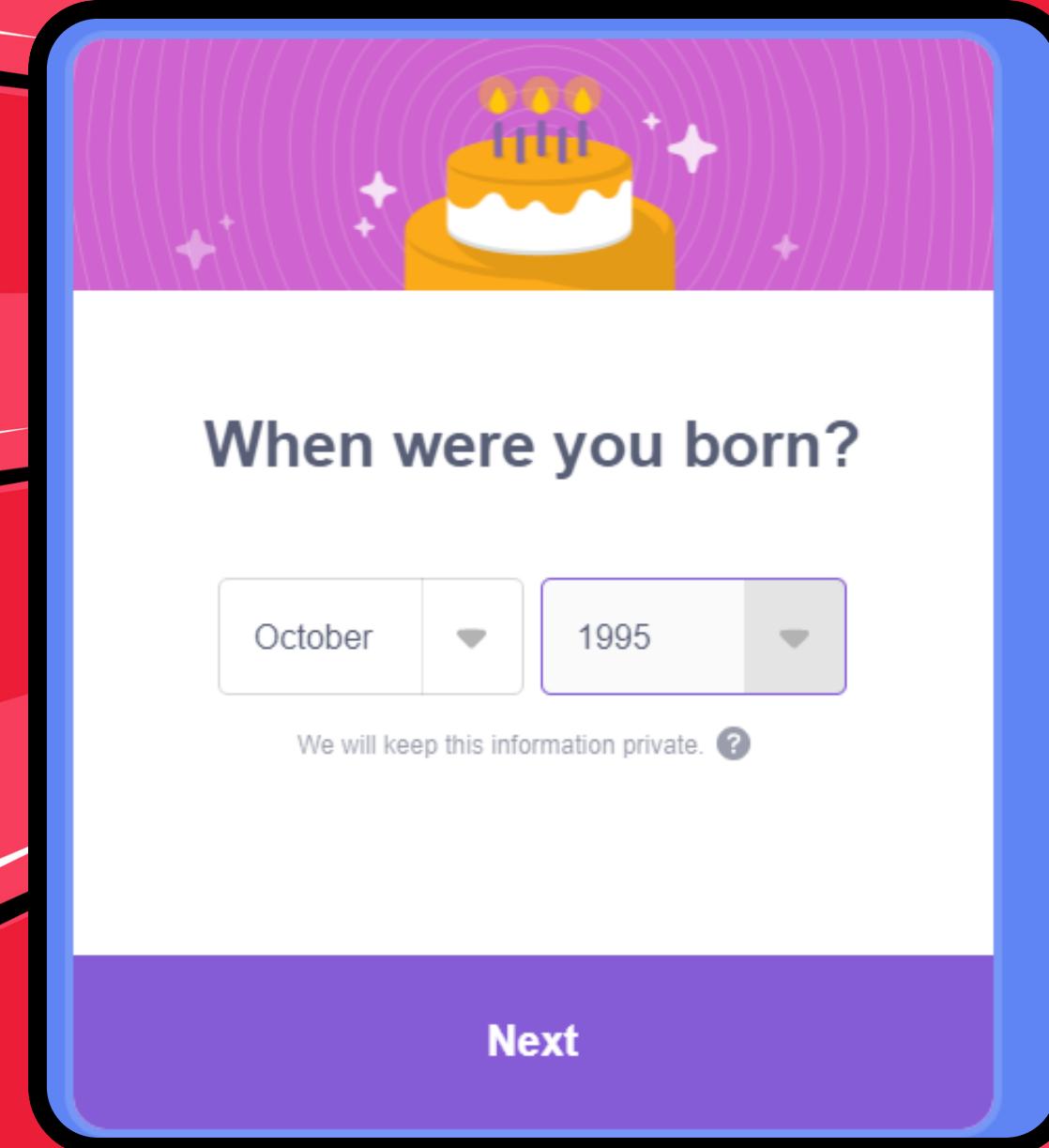
The image shows the 'What country do you live in?' screen. It features a purple header with a globe and stars, followed by the question 'What country do you live in?'. A dropdown menu is open, showing 'Indonesia' as the selected option. At the bottom is a purple 'Next' button.

What country do you live in?

Indonesia

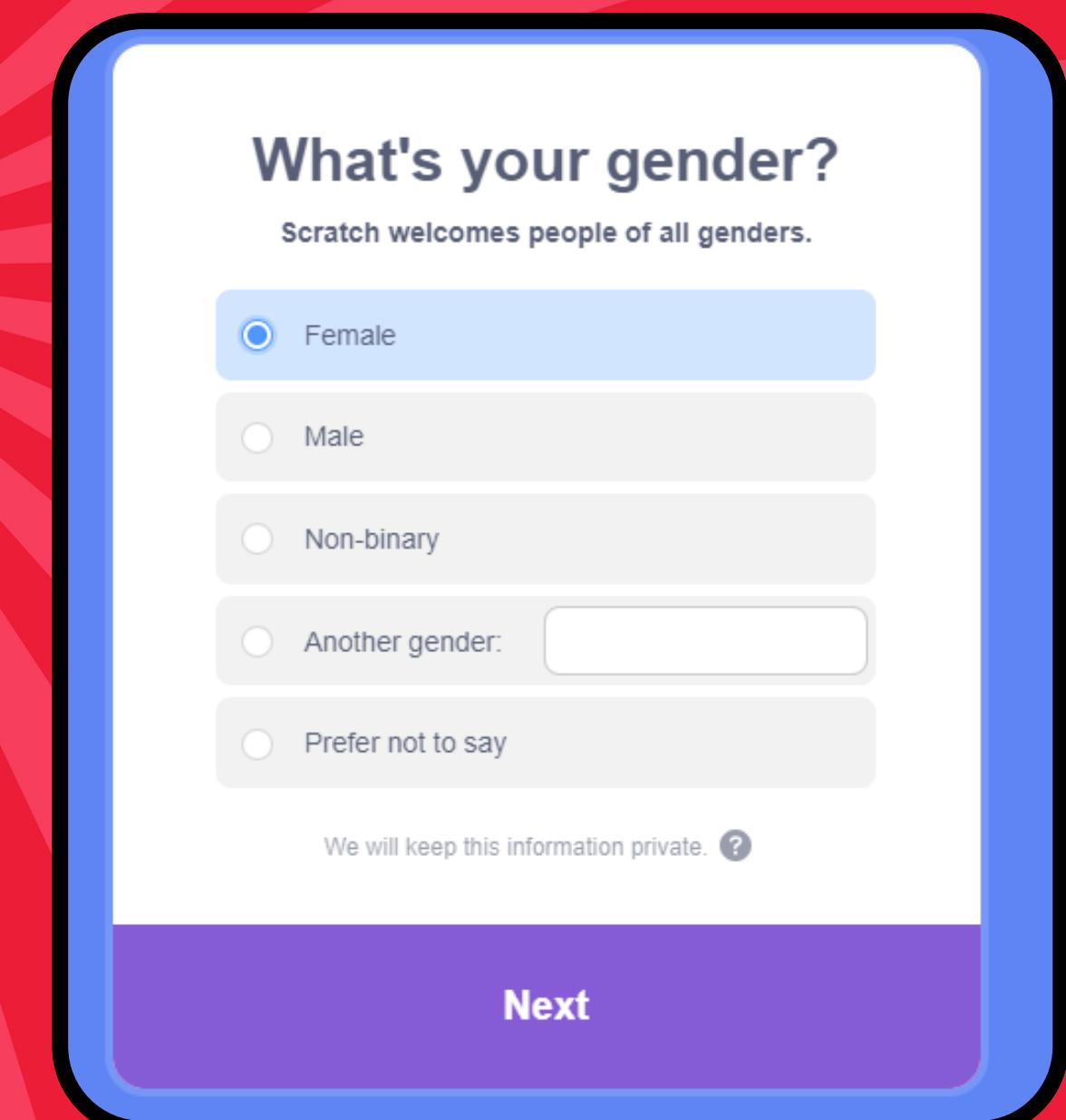
Next

Pilih Bulan dan Tahun lahir



A screenshot of the Scratch account creation interface for selecting birth date. It features a purple header with the text "When were you born?". Below this is a section for selecting the month, with a dropdown menu showing "October" and a year dropdown menu showing "1995". A note at the bottom states "We will keep this information private." with a question mark icon. At the bottom is a large purple "Next" button.

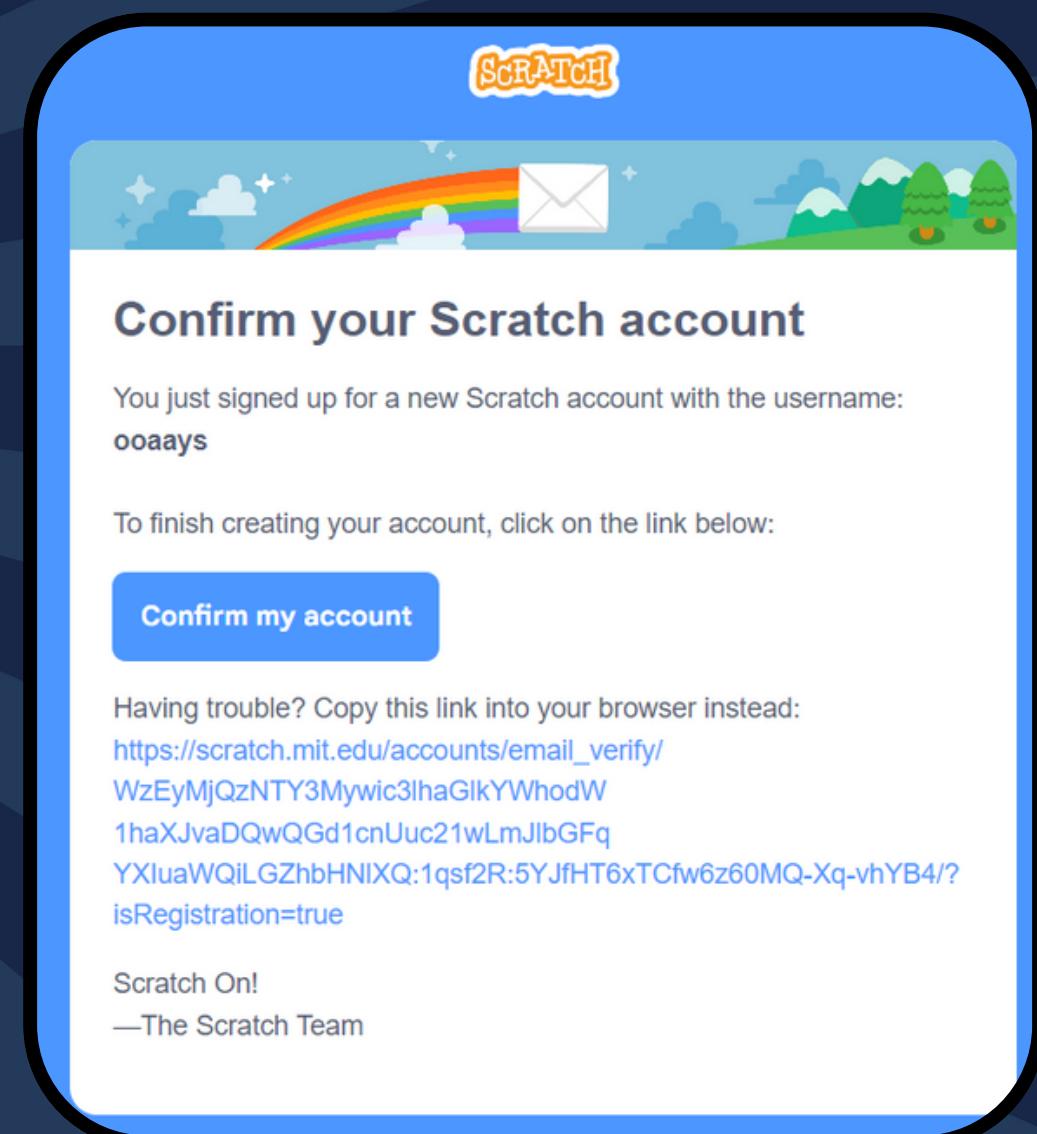
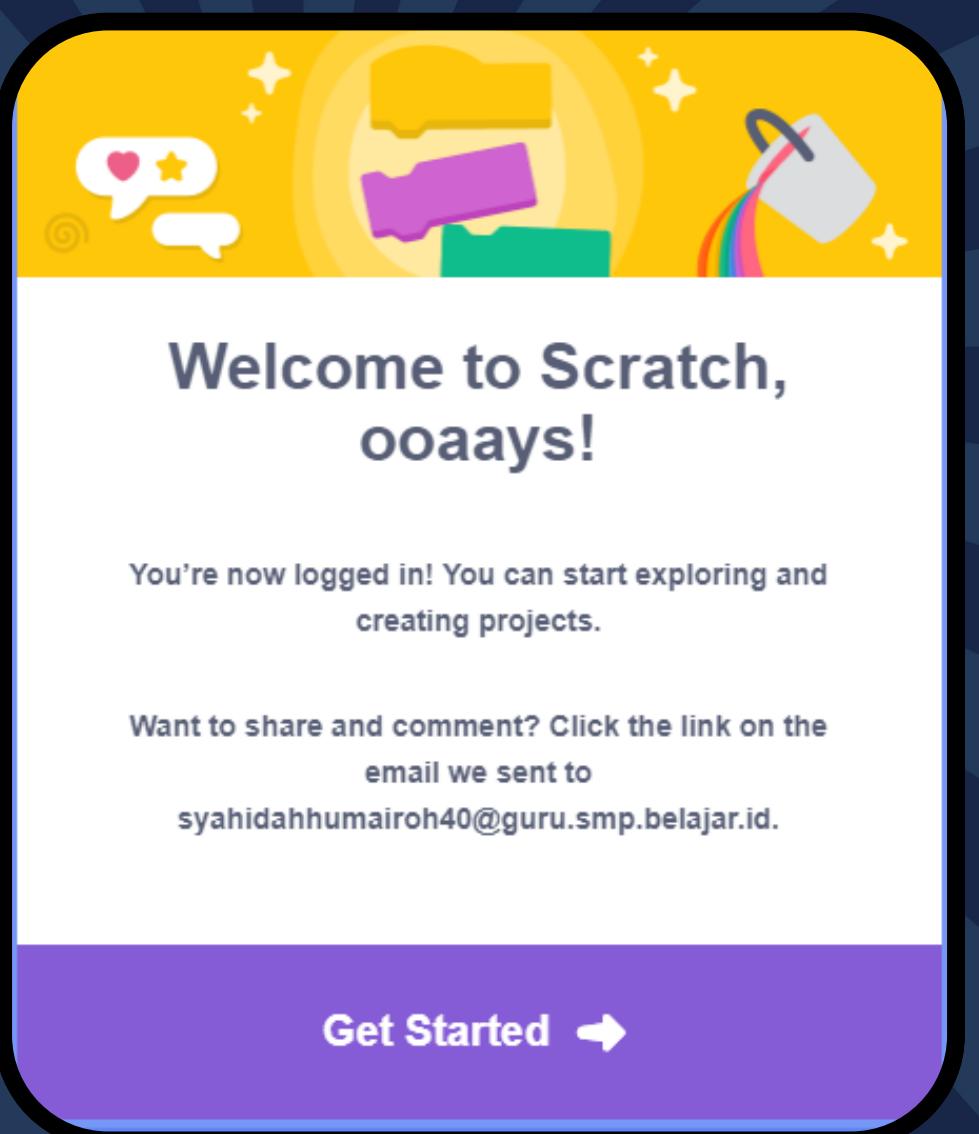
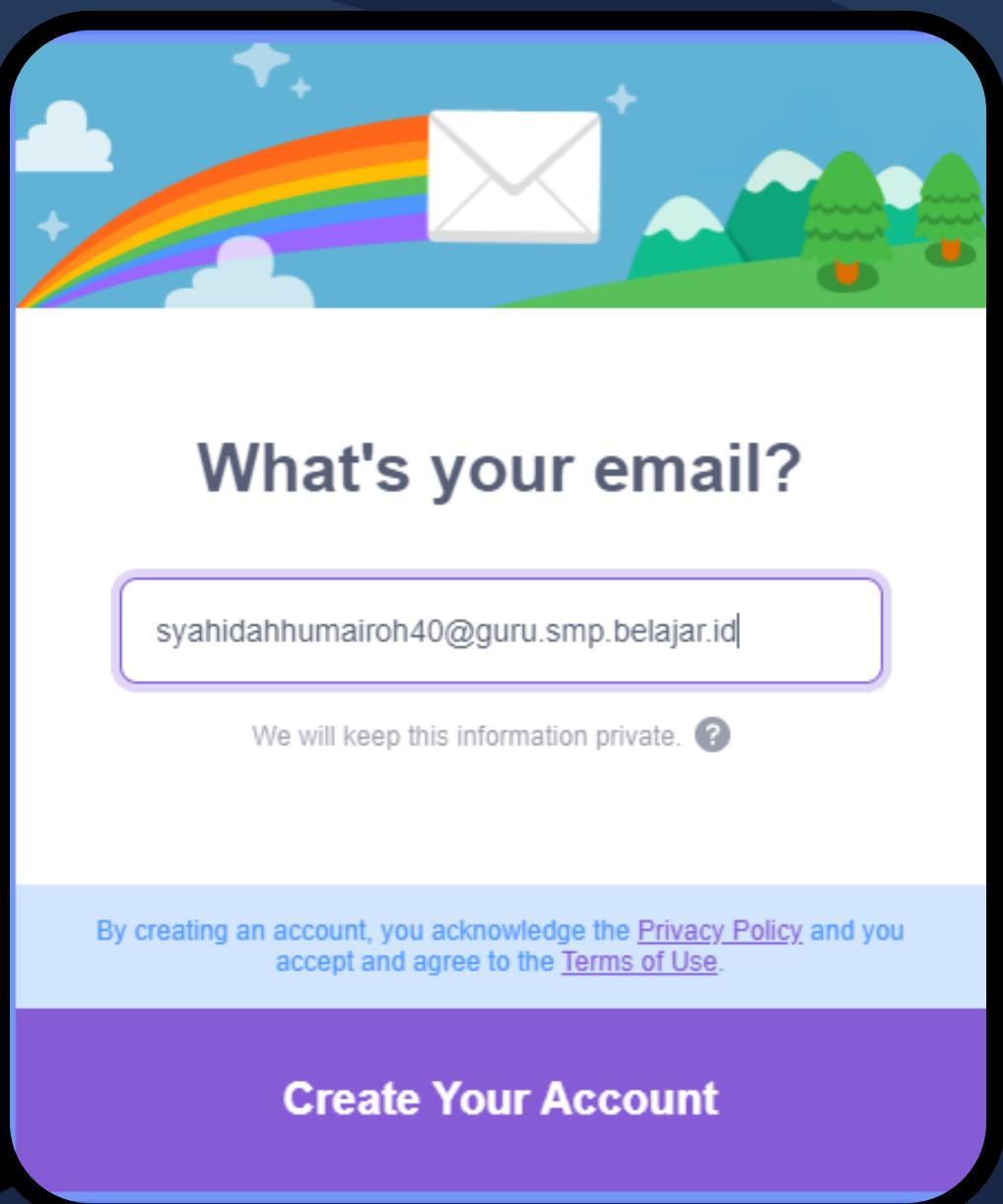
Pilih Jenis Kelamin



A screenshot of the Scratch account creation interface for selecting gender. The header reads "What's your gender?" and includes the text "Scratch welcomes people of all genders.". Below this are five options: "Female" (selected with a blue radio button), "Male" (unselected with a white radio button), "Non-binary" (unselected with a white radio button), "Another gender:" (unselected with a white radio button and an empty input field), and "Prefer not to say" (unselected with a white radio button). A note at the bottom states "We will keep this information private." with a question mark icon. At the bottom is a large purple "Next" button.

Masukkan email belajar.id

**Klik Get Started dan konfirmasi email di gmail belajar.id
agar dapat berbagi**



Masuk ke dalam scratch studio berikut ini :

[bit.ly/edugame126](https://scratch.mit.edu/studios/126)

KUDUGA (KUSTOM EDU GAME)

Follow Studio

free for all teacher.

Projects (4) Comments (0) Curators Activity

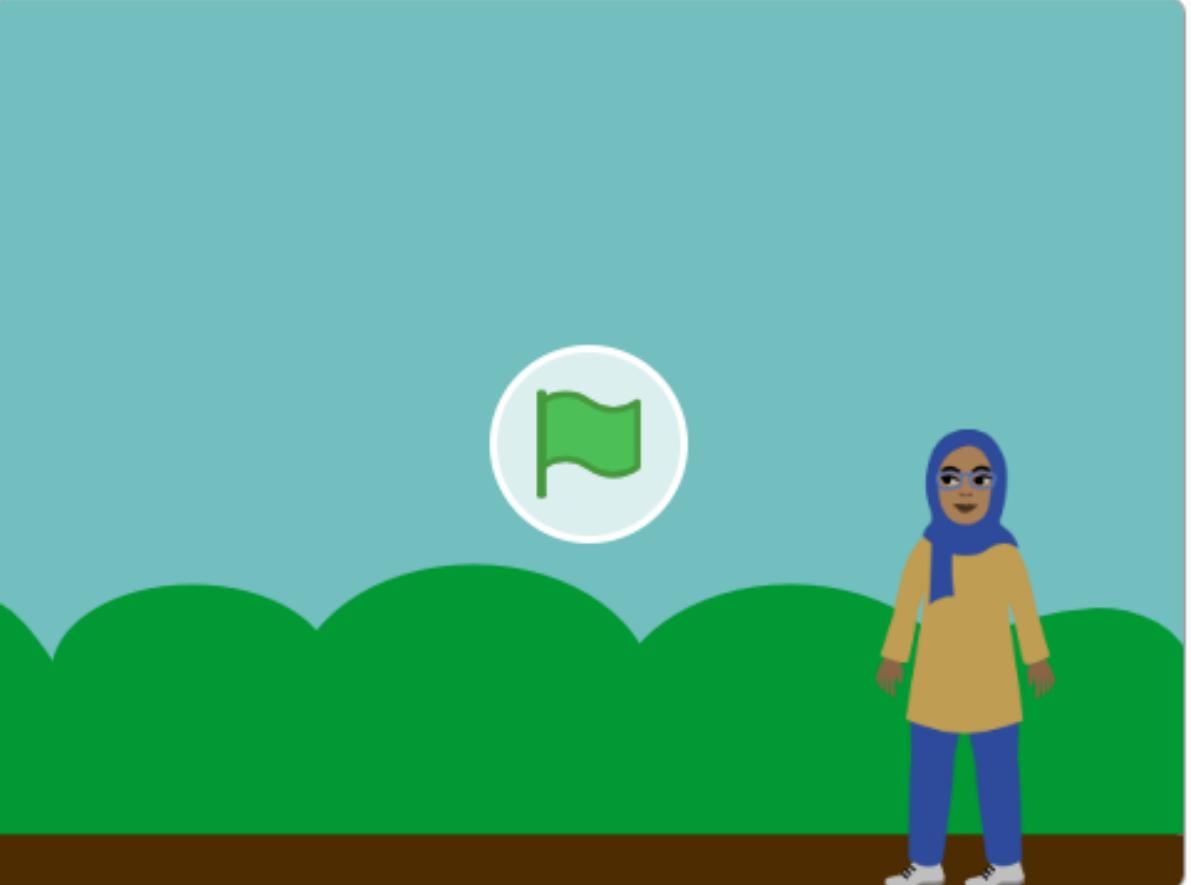
Projects

- game tangkap-tangkap
syaaoo
- JUDUL MATERI
MPI termudah + kuis
syaaoo
- Pembatik Level 3 _ Syahida...
syaaoo

MPI TERMUDAH + KUIS, KLIK REMIX

 MPI termudah + kuis
by syaao

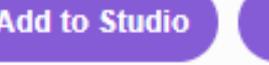
  



Instructions

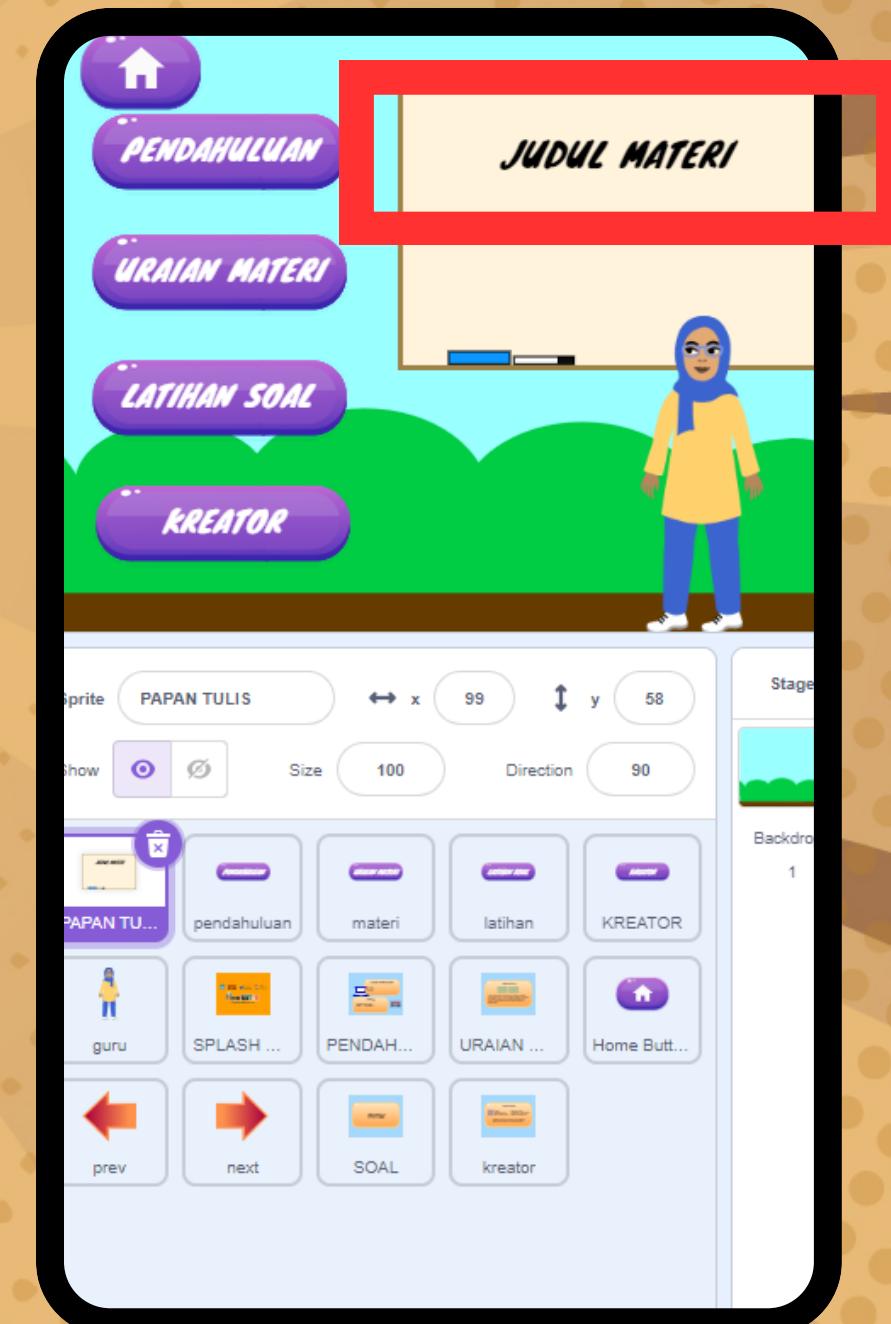
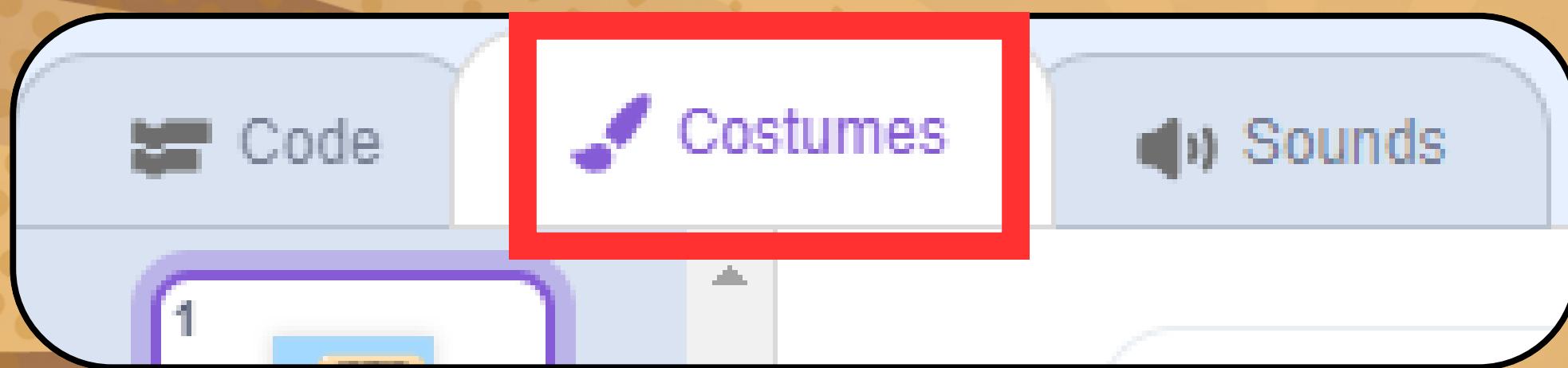
KUDUGA (kustom edu game) by Syahidah Humairoh

Dipersembahkan dengan hati untuk guru-guru indonesia dapat di kustom.

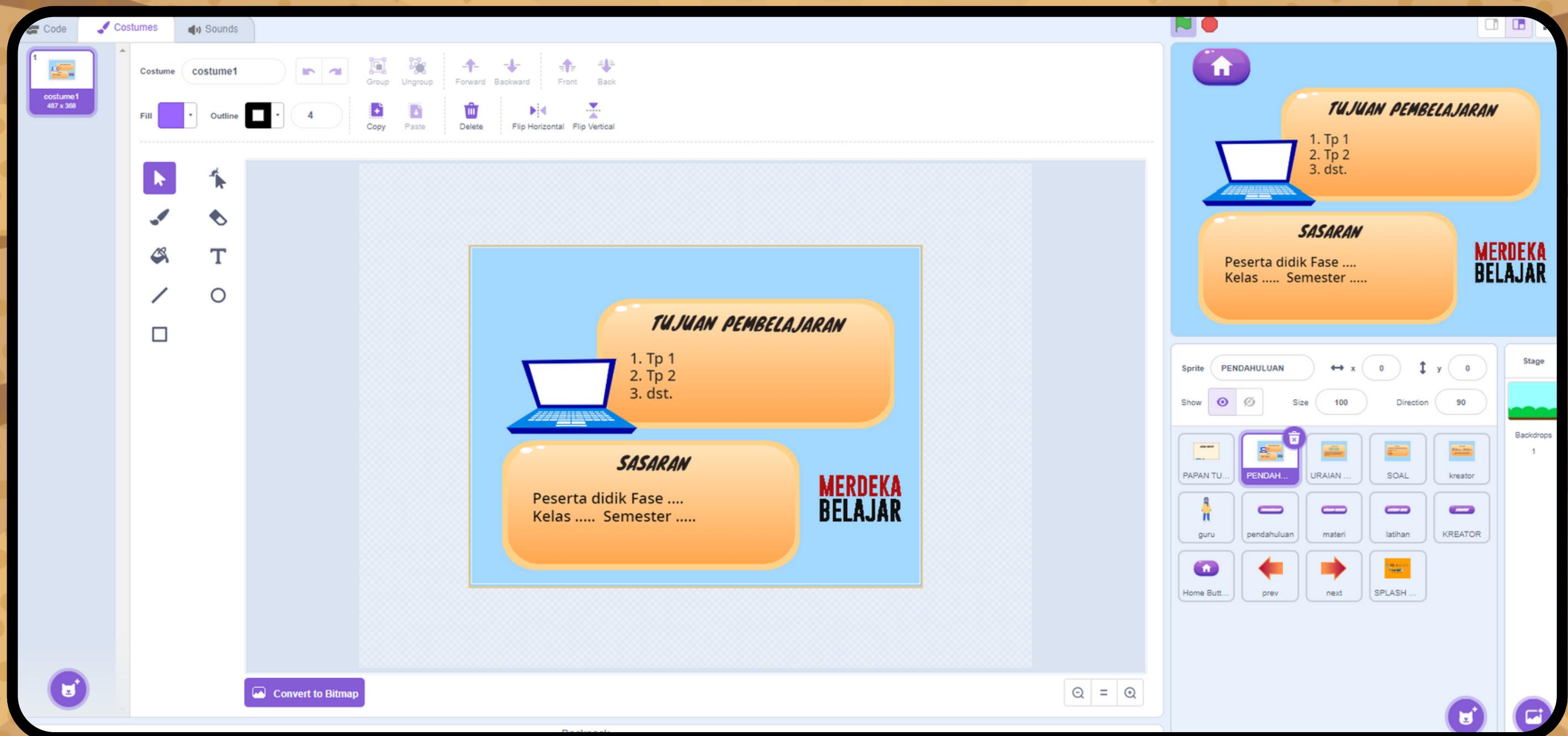
© Oct 10, 2023   

 0  0  0  7

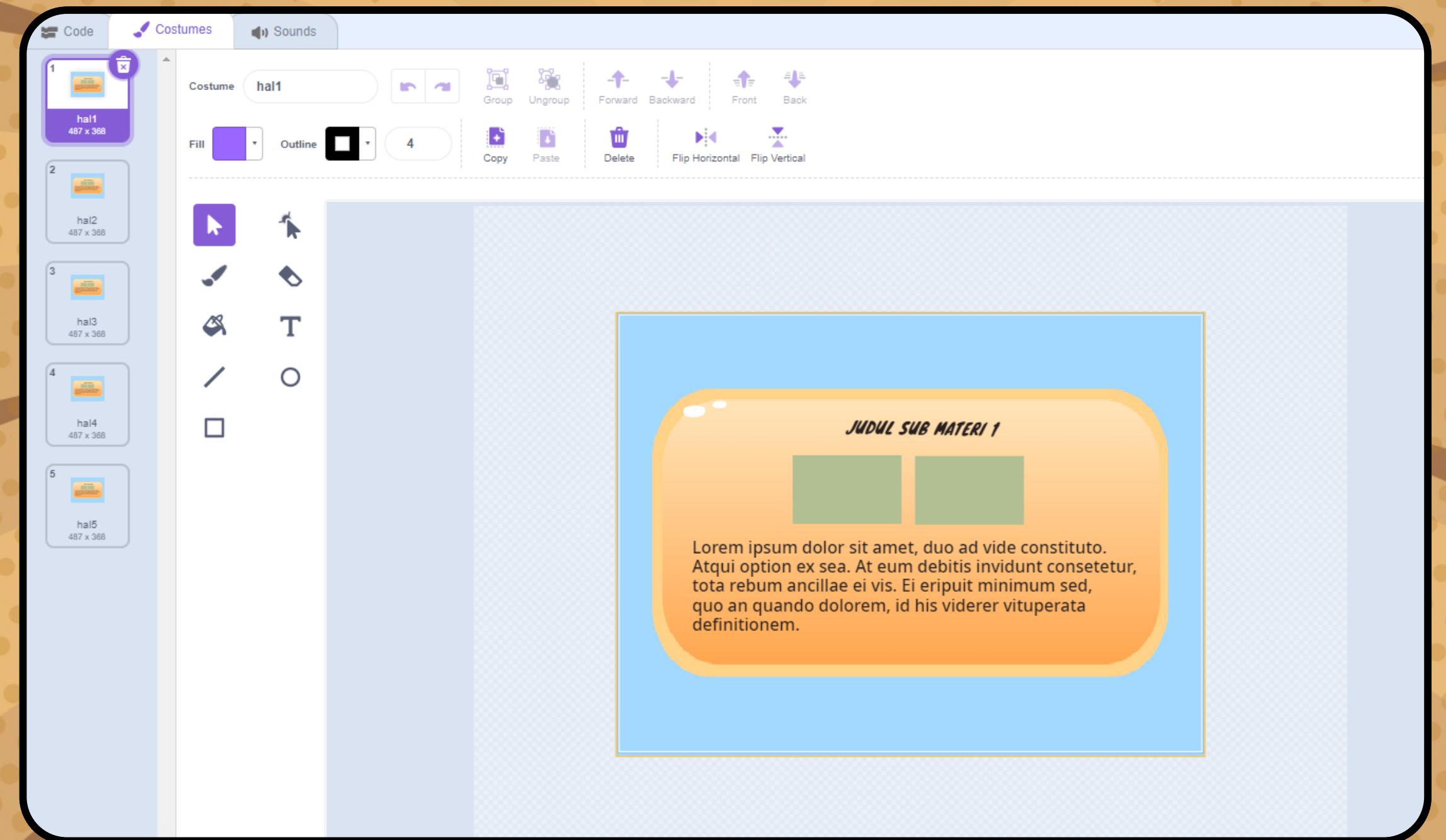
**PILIH MENU COSTUMES, KEMUDIAN
KLIK GANDA (DOUBLE CLICK UNTUK MENGGANTI JUDUL MATERI DENGAN MATERI
BAPAK / IBU GURU**



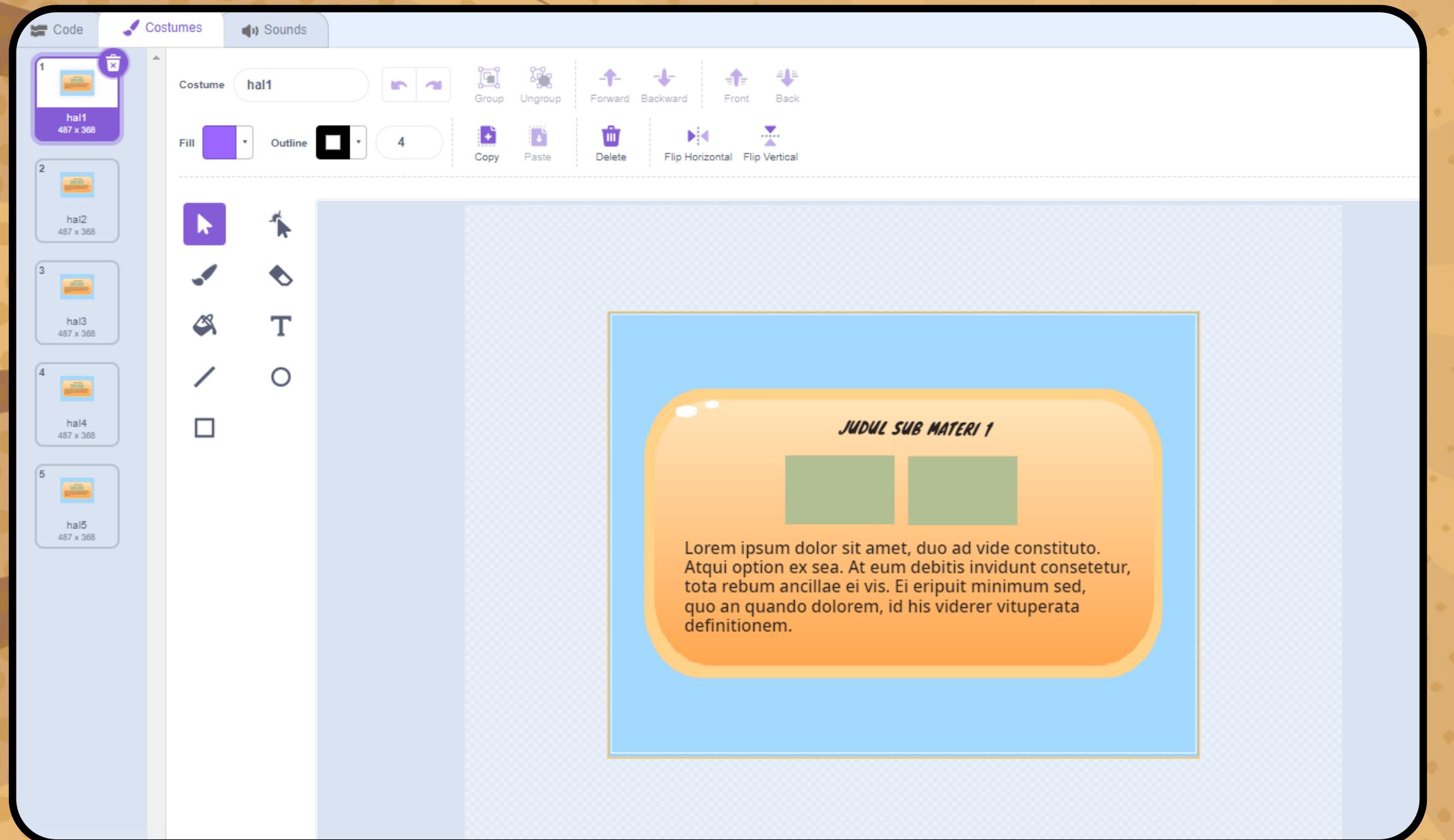
**LAKUKAN HAL YANG SAMA PADA LAMAN PENDAHULUAN,
SESUAIKAN TP DAN SASARAN**



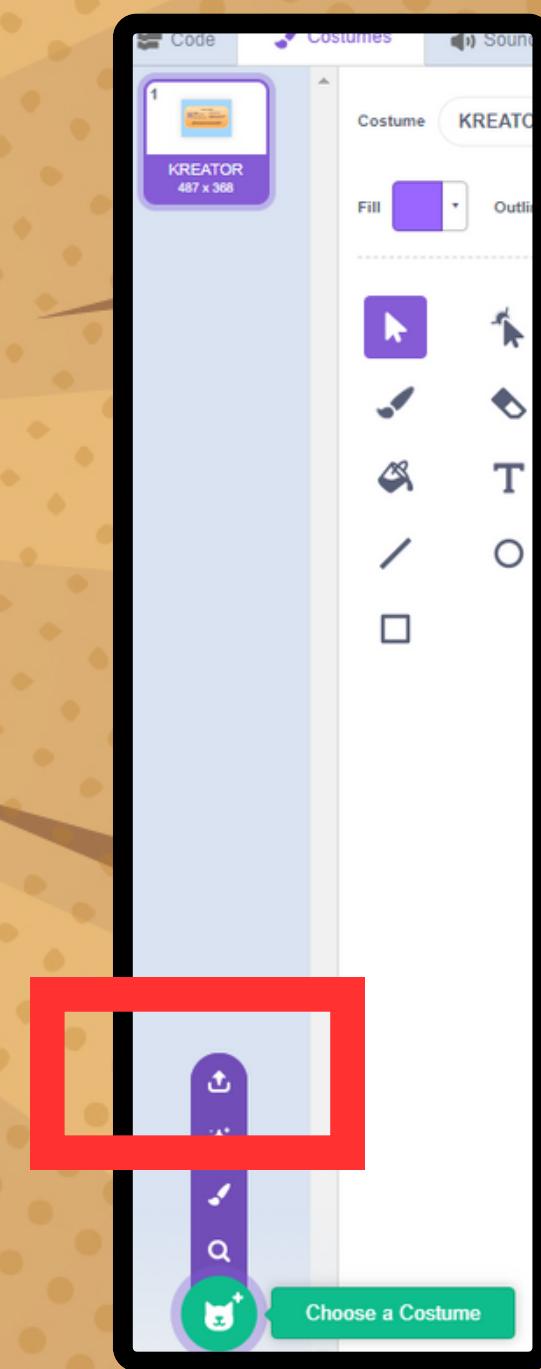
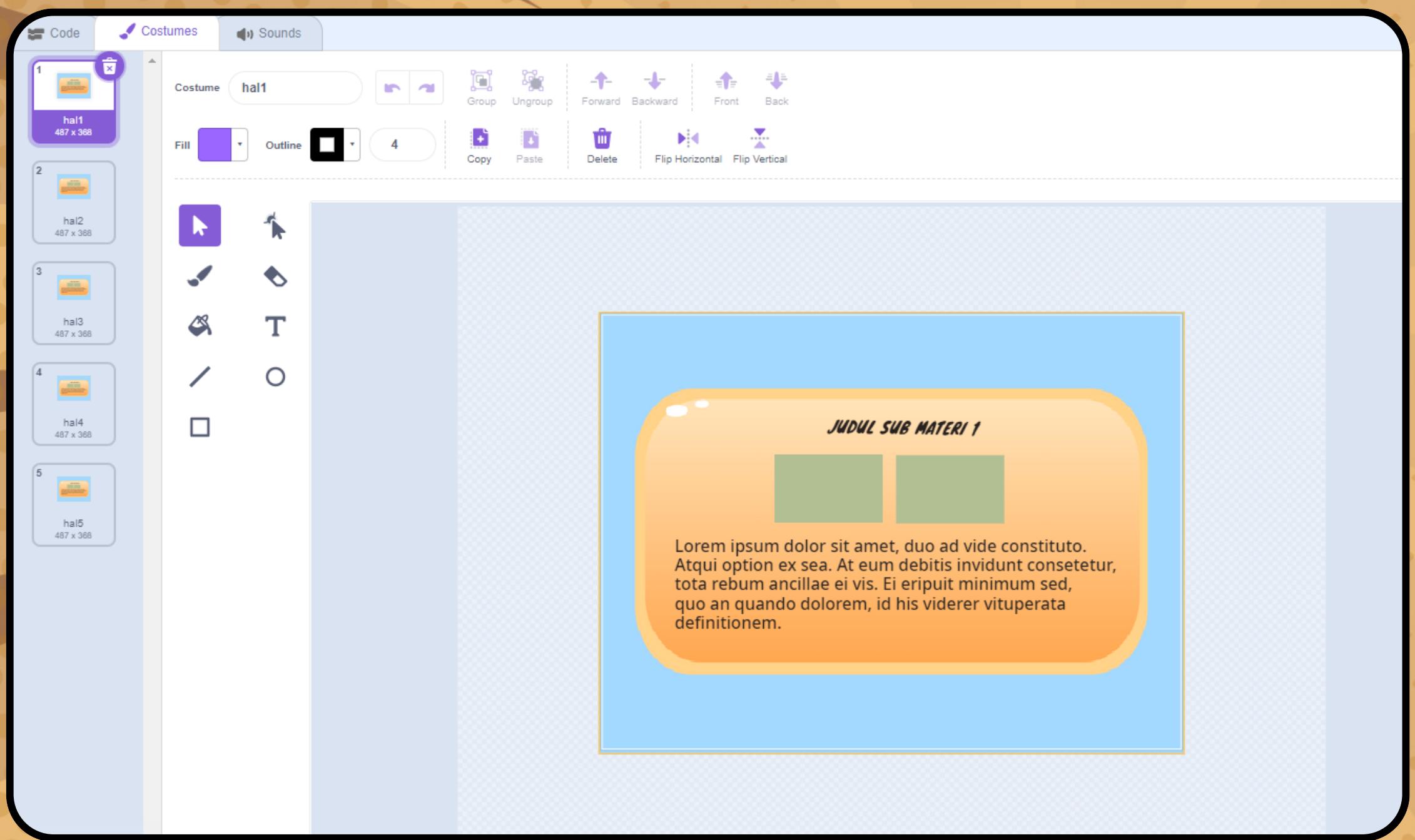
SEDANGKAN PADA LAMAN URAIAN MATERI. ANDA BISA MEMBUAT URAIAN HINGGA 5 HALAMAN ATAU LEBIH DENGAN MEMILIH SUB COSTUMES DI BAGIAN KIRI HALAMAN



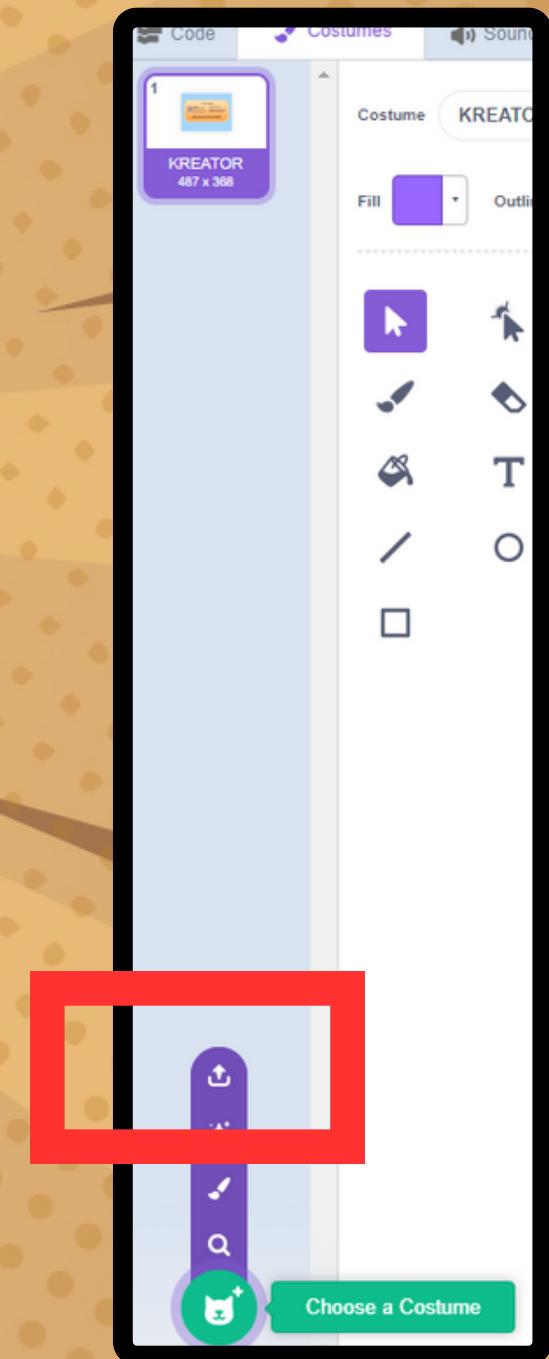
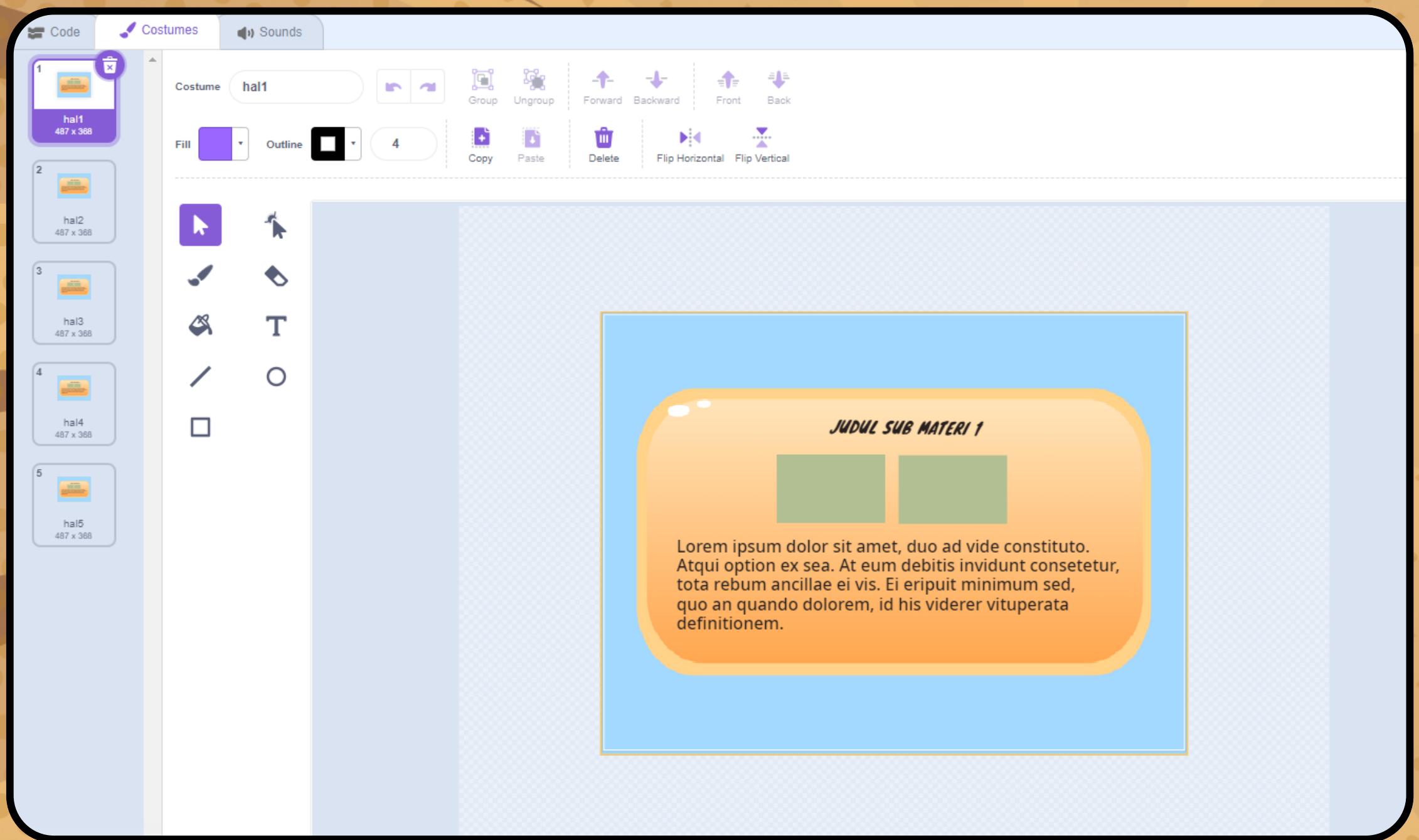
HAL YANG SAMA DAPAT DILAKUKAN PADA MENU SOAL



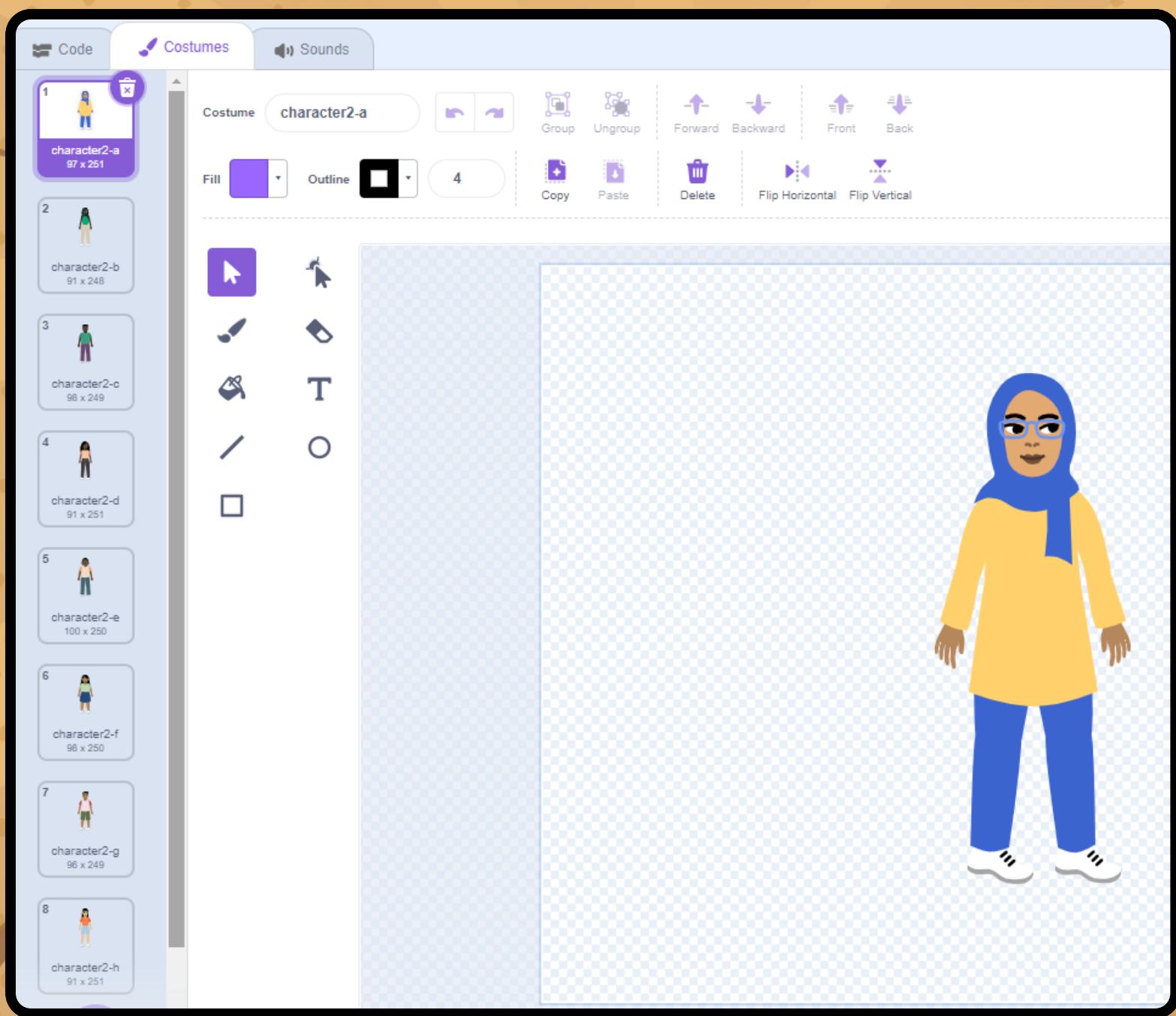
**PADA LAMAN KREATOR, BAPAK/IBU DAPAT MENYESUAIKAN DENGAN IDENTITAS BAPAK/IBU ATAU
MENGUNGGAH FOTO PRIBADI DAN SETELAH ITU MENGGUNAKAN FITUR COPY PASTE**



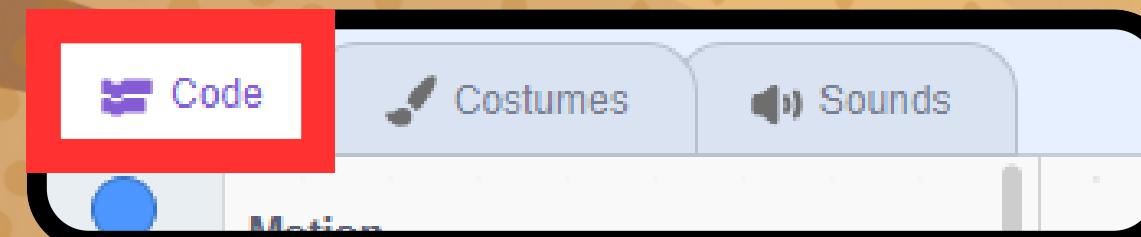
**PADA LAMAN KREATOR, BAPAK/IBU DAPAT MENYESUAIKAN DENGAN IDENTITAS BAPAK/IBU ATAU
MENGUNGGAH FOTO PRIBADI DAN SETELAH ITU MENGGUNAKAN FITUR COPY PASTE**



**VISUAL TEACHER DAPAT DIGANTI / DI KUSTOMISASI SESUAI KEBUTUHAN, DIPILIH YANG MENURUT
ANDA PALING SESUAI**



**MENGGANTI KUNCI JAWABAN TIAP SOAL.
MASUK KE MENU CODE PADA SPRITE SOAL,
UBAH KUNCI DENGAN MEMPERHATIKAN NOMOR SOAL, SCROLL KE BAWAH UNTUK MENCARI SOAL SOAL BERIKUTNYA**



The image displays a Scratch script for a sprite named 'SOAL'. The script starts with a 'when green flag clicked' hat and a 'hide' block. It then receives a broadcast 'LATIHAN'. When this happens, it shows itself, sets the 'TIMER' to 60, sets the 'PAGE' to 'LATIHAN', and switches its costume to 'SOAL 1'. It then asks 'Jawab A / B / C / D' and waits for a response. If the answer is 'A', it broadcasts 'benar', changes its costume, and if the answer is not 'A', it broadcasts 'salah', changes its costume, and then broadcasts 'soal 2'. Finally, it defines a 'VISIBILITY' block and loops back to the beginning.

JUDUL MATE

PENDAHULUAN

URAIAN MATERI

LATIHAN SOAL

KREATOR

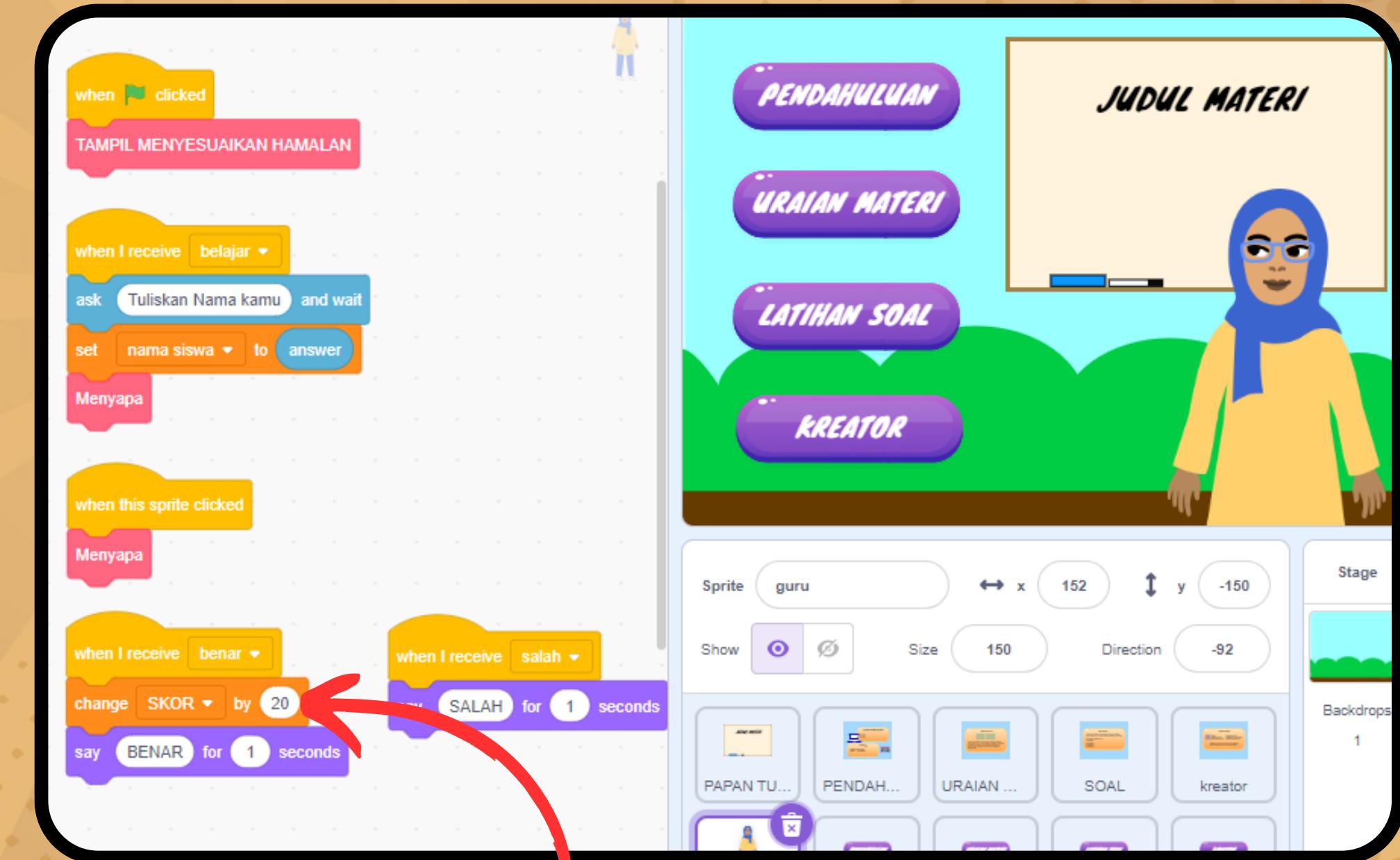
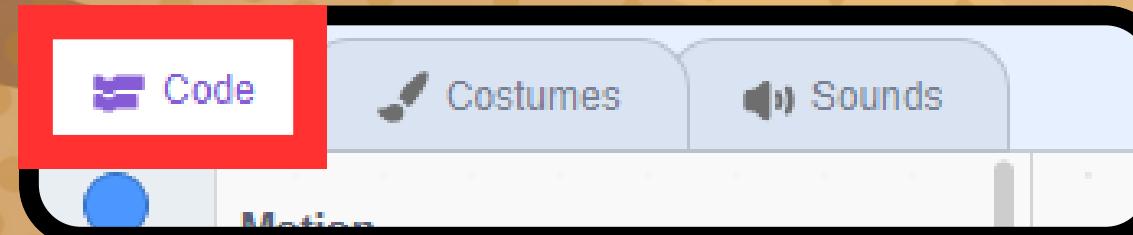
Sprite SOAL x 0 y -3

Show SOAL Size 100 Direction 90

PAPAN TU... PENDAH... URAIAN ... SOAL kreator

guru pendahuluan materi latihan KREATOR

MENGGANTI SKOR.
MASUK KE MENU CODE PADA SPRITE GURU.
UBAH KUNCI DENGAN MEMPERHATIKAN NOMOR SOAL, SCROLL KE BAWAH UNTUK MENCARI SOAL SOAL BERIKUTNYA



**MATERI + GIM EDUKASI SIAP DISAJIKAN DENGAN MENSHERE PROJECT DAN MENGKLIK SEE PROJECT PAGE.
COPY LINK DAN SIAP DI SHARE KE SISWA UNTUK DI MAINKAN.**



A screenshot of the Scratch project page titled "MPI termudah + kuis". The page includes a thumbnail image of a teacher, a title card with "JUDUL MATERI", and four menu buttons: "PENDAHULUAN", "URAIAN MATERI", "LATIHAN SOAL", and "KREATOR". The "See inside" button is also visible.

Instructions
KUDUGA (kustom edu game) by Syahidah Humairoh
Dipersembahkan dengan hati untuk guru-guru indonesia dapat di kustom.

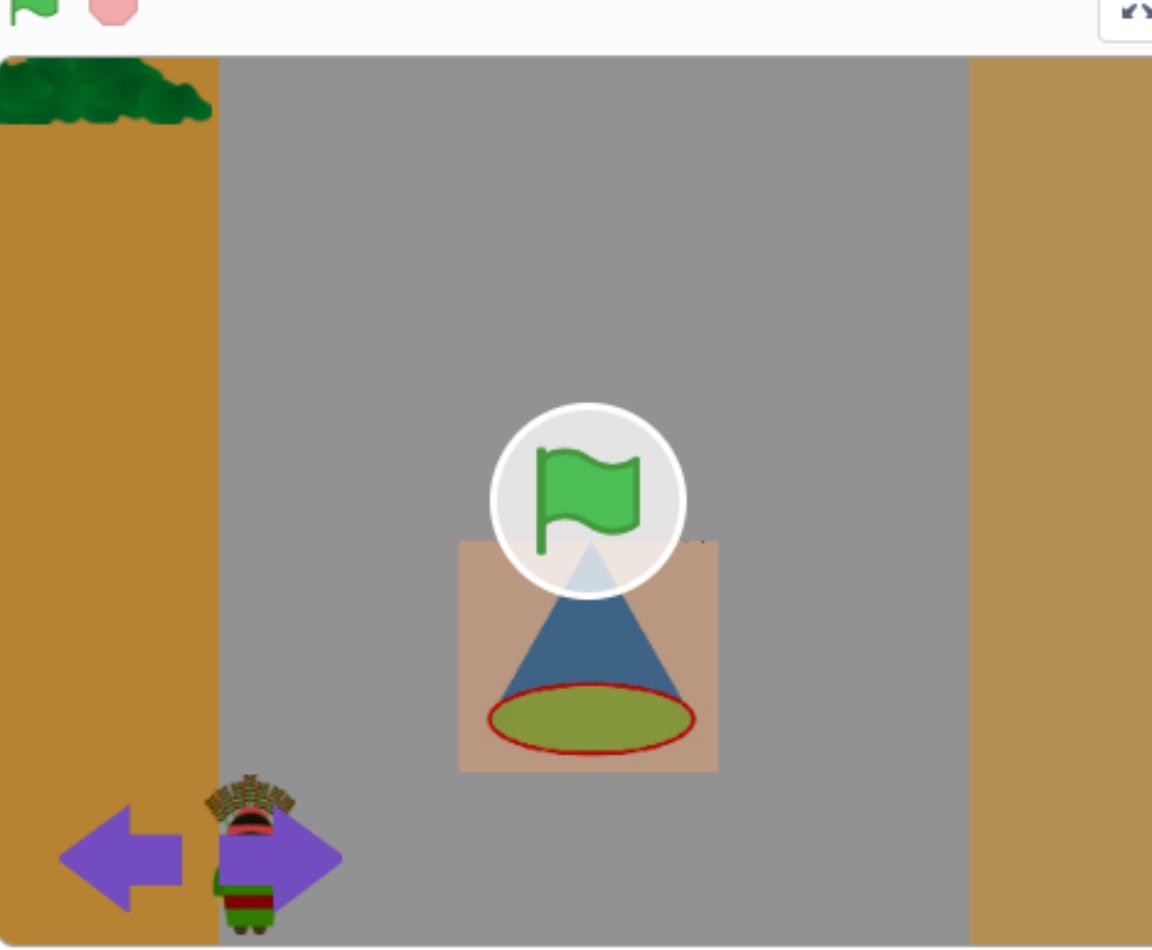
Notes and Credits
How did you make this project? Did you use ideas, scripts or artwork from other people? Thank them here.

Oct 10, 2023 Add to Studio Copy Link

A screenshot of the "Link" section. It displays the project URL: <https://scratch.mit.edu/projects/905499692>. A red box highlights the "Copy link" button.

BANGUN RUANG BALAP BALAP, KLIK REMIX

 **BANGUN RUANG LARI LARI**
by syaaoo



[Remix](#) [See inside](#)

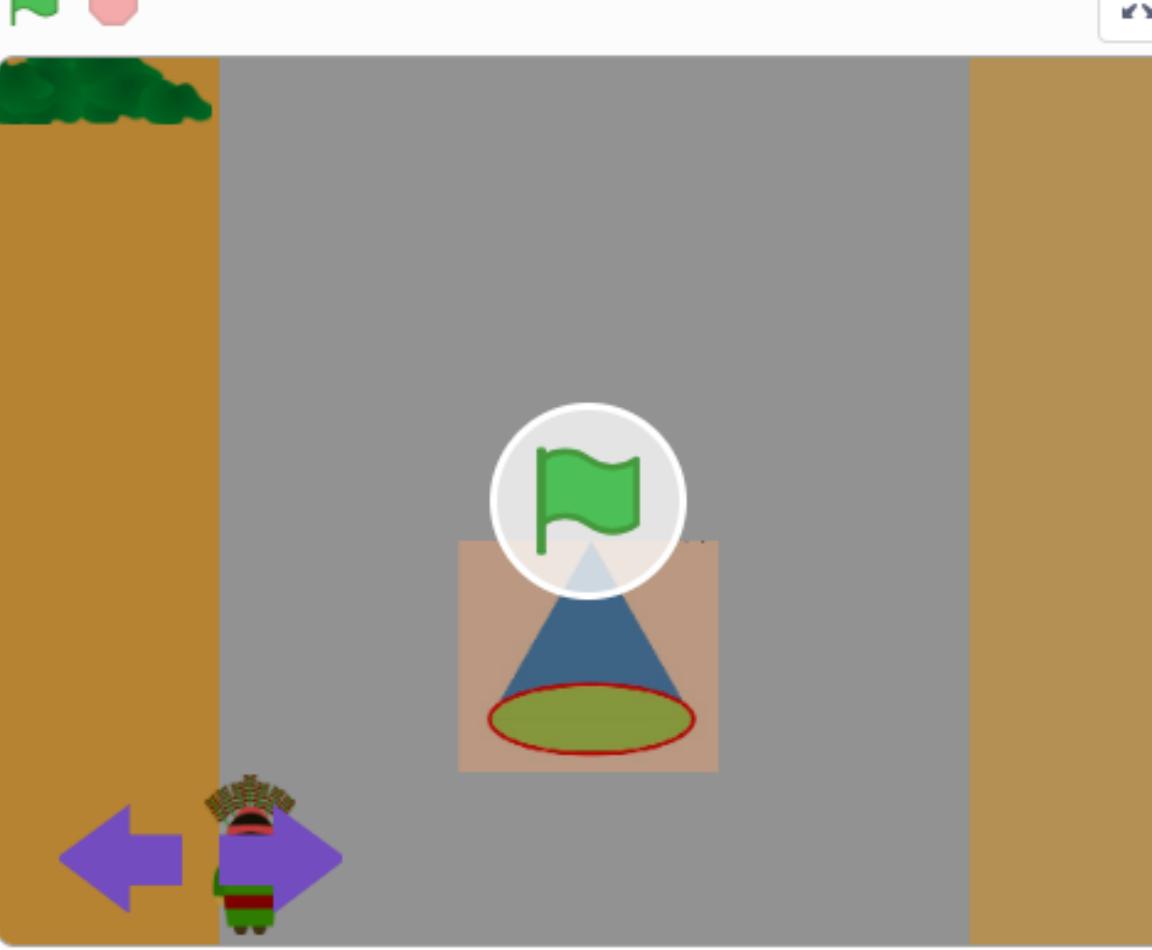
Instructions

Notes and Credits

0 hearts 0 stars 1旋涡 46 views © Oct 18, 2023 [Report](#) [Add to Studio](#) [Copy Link](#)

BANGUN RUANG BALAP BALAP, KLIK REMIX

 **BANGUN RUANG LARI LARI**
by syaaoo



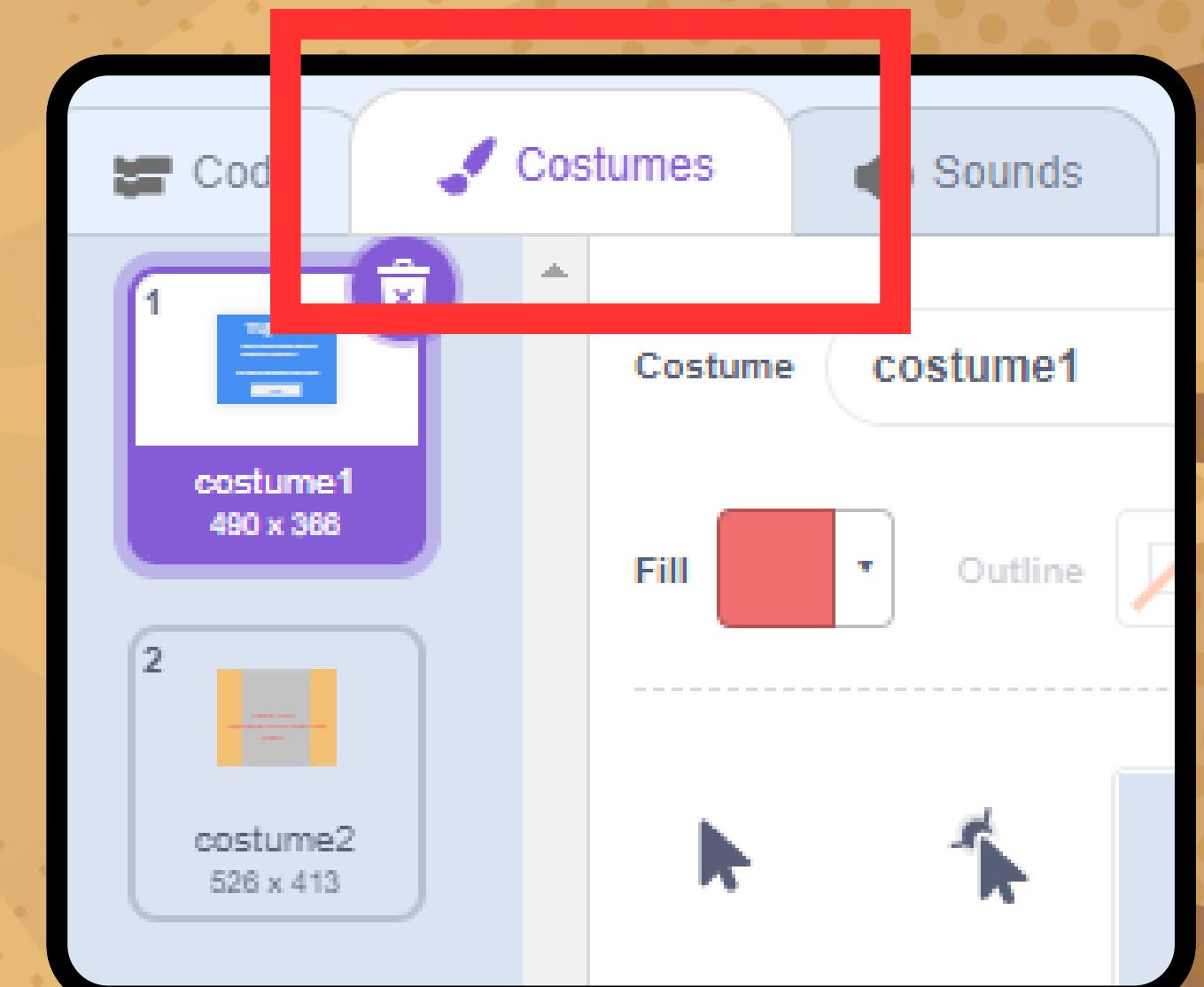
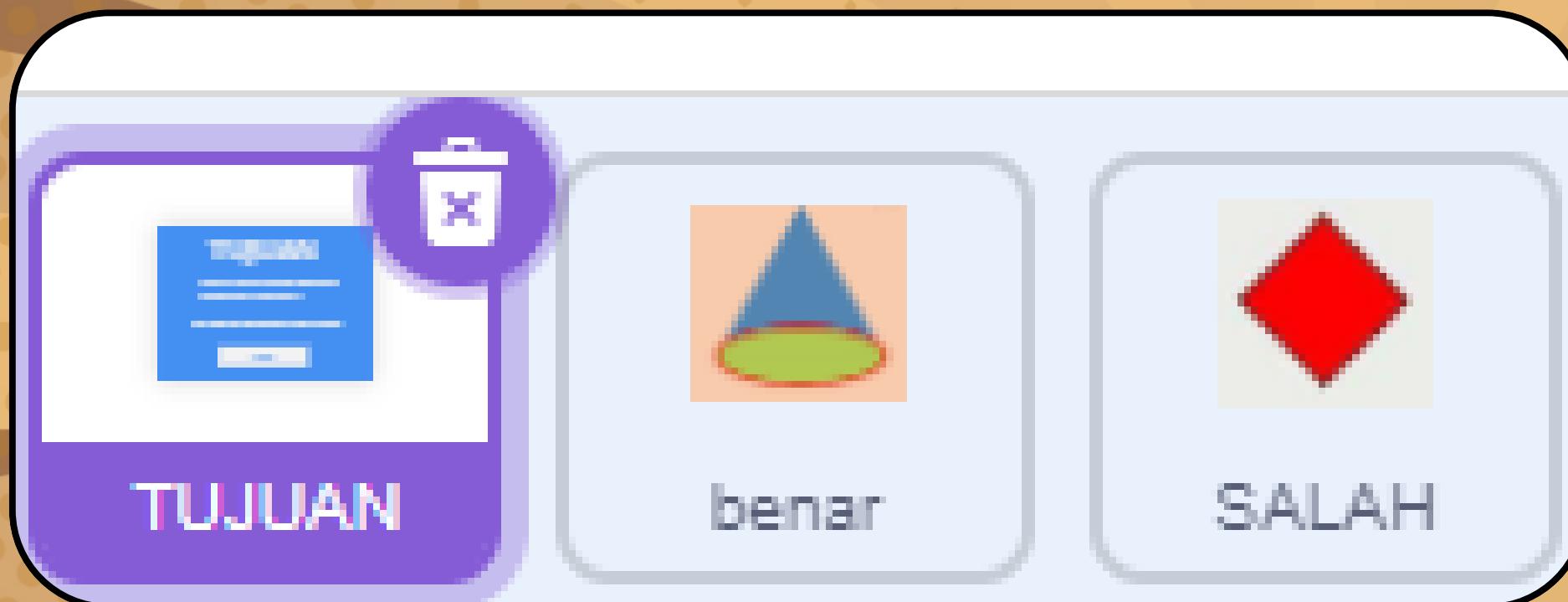
[Remix](#) [See inside](#)

Instructions

Notes and Credits

0 hearts 0 stars 1旋涡 46 views © Oct 18, 2023 [Report](#) [Add to Studio](#) [Copy Link](#)

**ANDA DAPAT BERFOKUS PADA 3 SPRITES INI UNTUK AWALAN,
KEMUDIAN MASUK KE MENU COSTUMES**



**SILAKAN BAPAK/ IBU MENYESUAIKAN DENGAN KONSEP GAME BAPAK/IBU
DENGAN MENGKLIK TULISAN YANG INGIN DI UBAH**

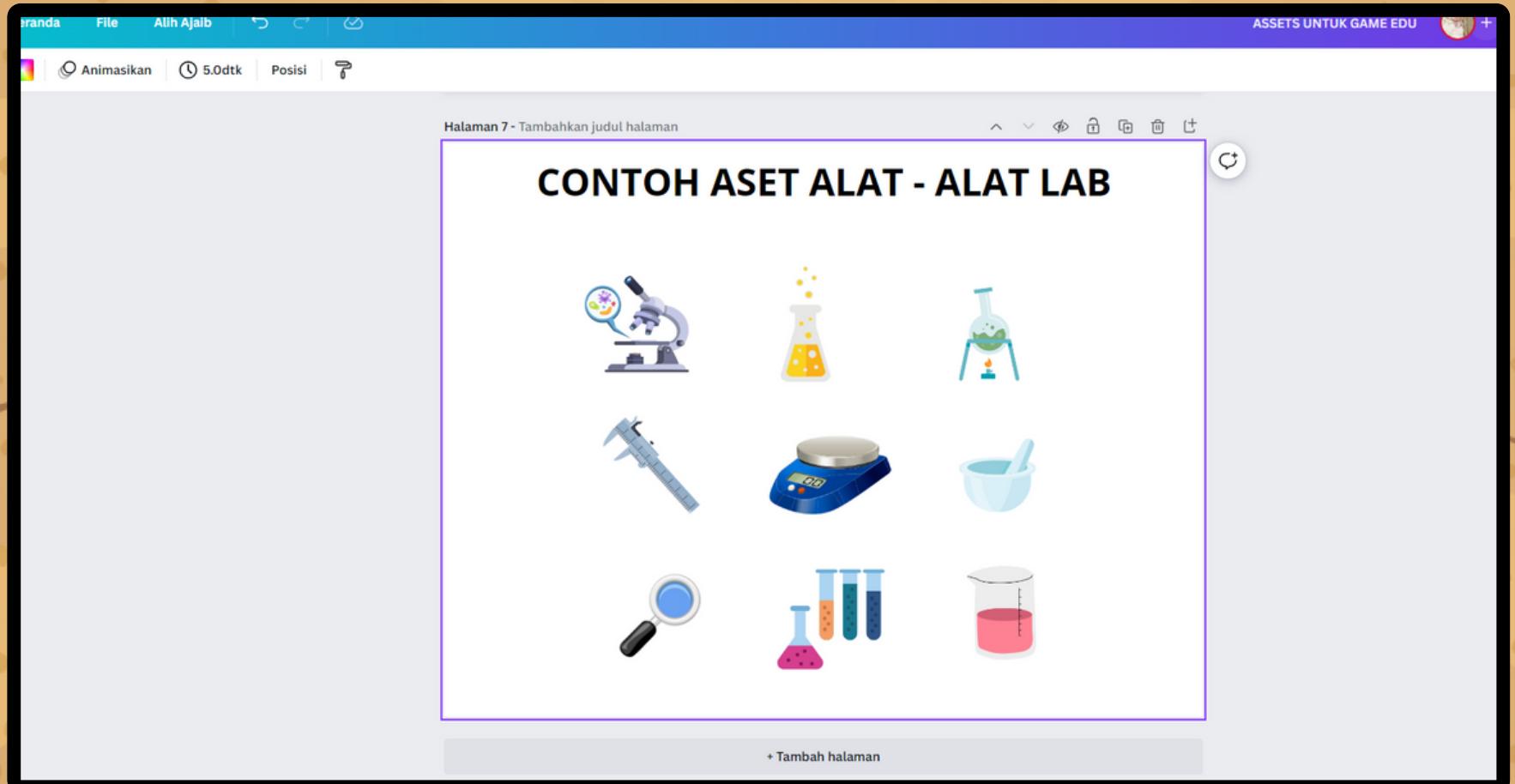
TUJUAN

**PILIH YANG MERUPAKAN
BANGUN RUANG !**

Isi nama sebelum bermain

OKE

**KLIK PADA SPRITE BENAR UNTUK JAWABAN JAWABAN BENAR,
SIAPKAN ASET GAMBAR YANG AKAN DIUNGGAH**



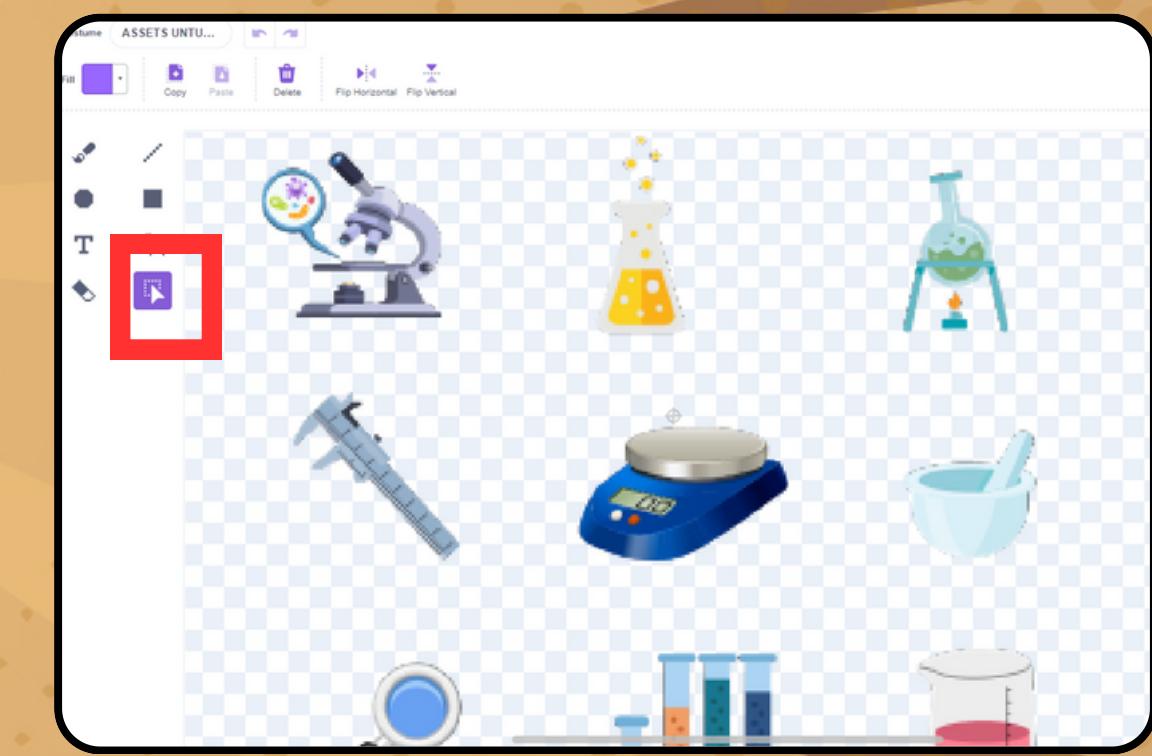
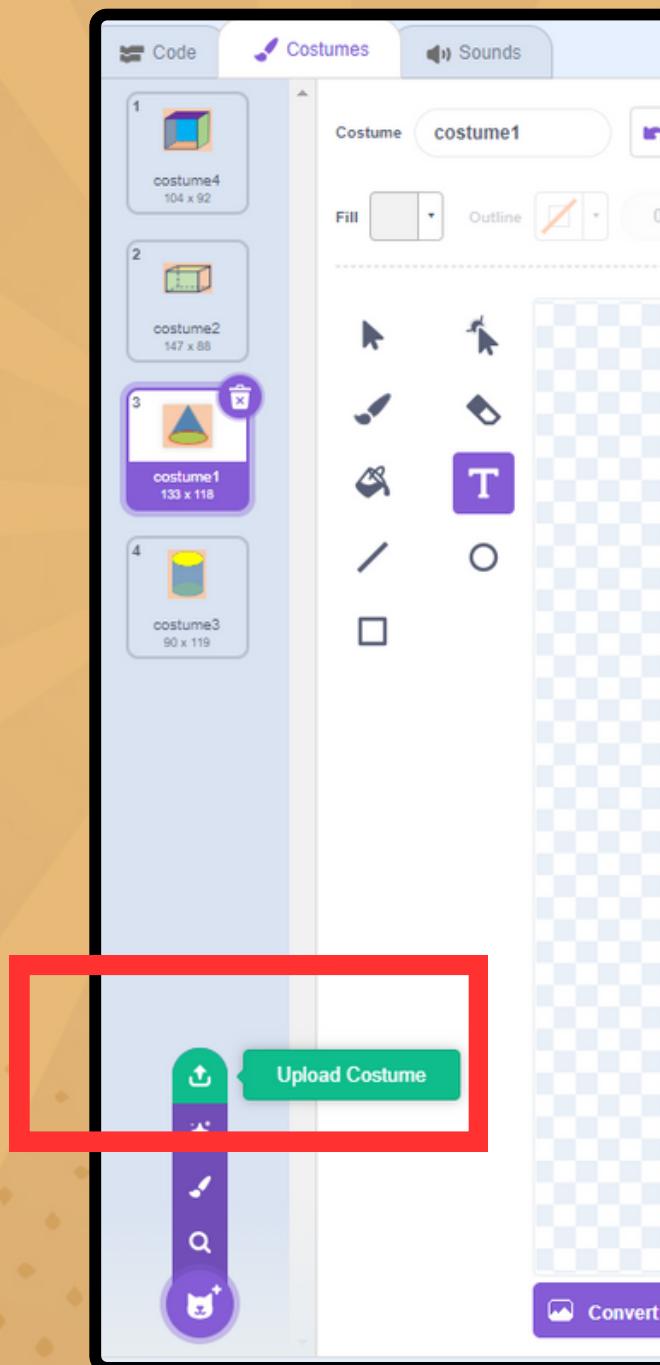
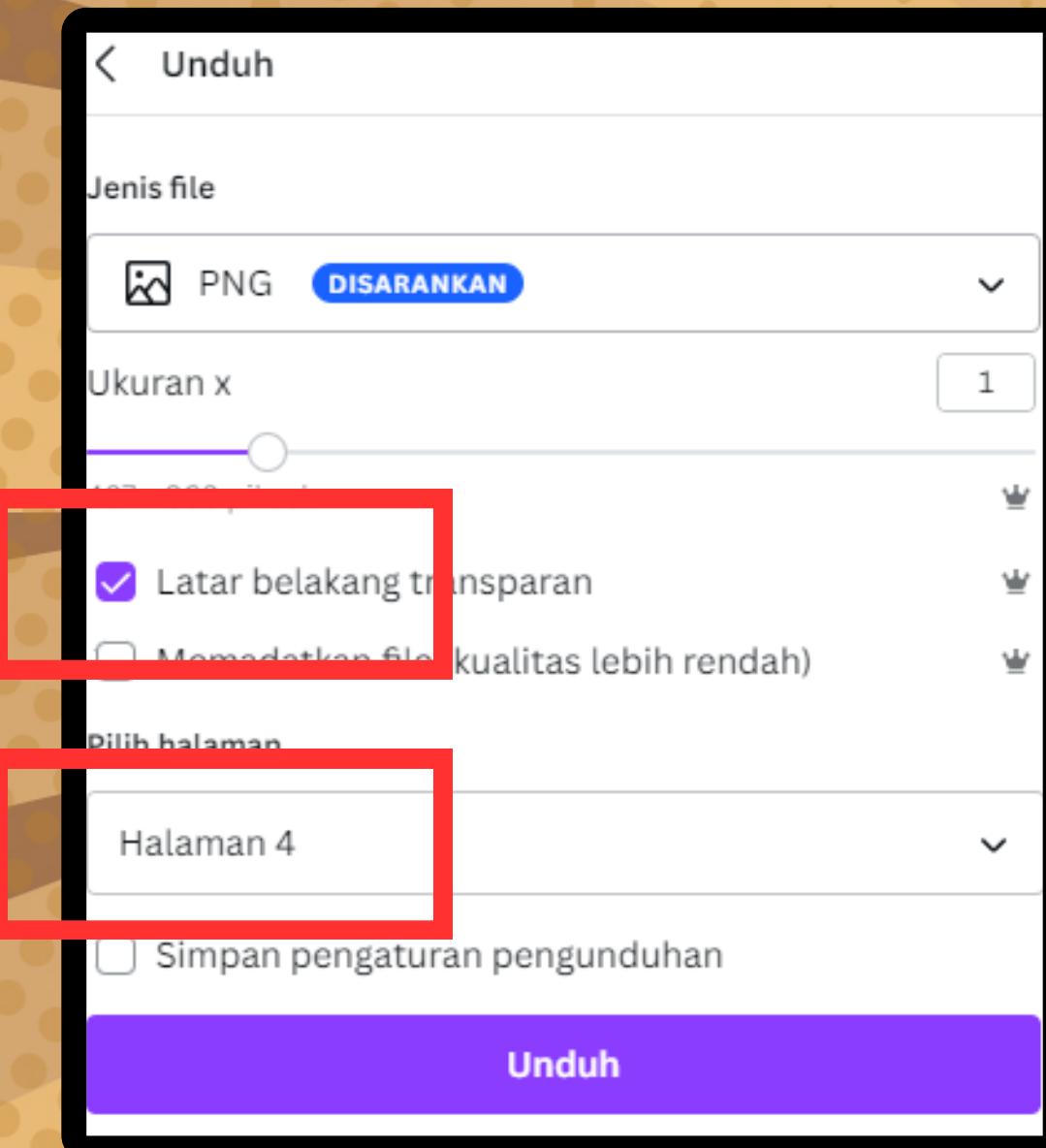
ASSETS UNTUK GAME EDU

Halaman 7 - Tambahkan judul halaman

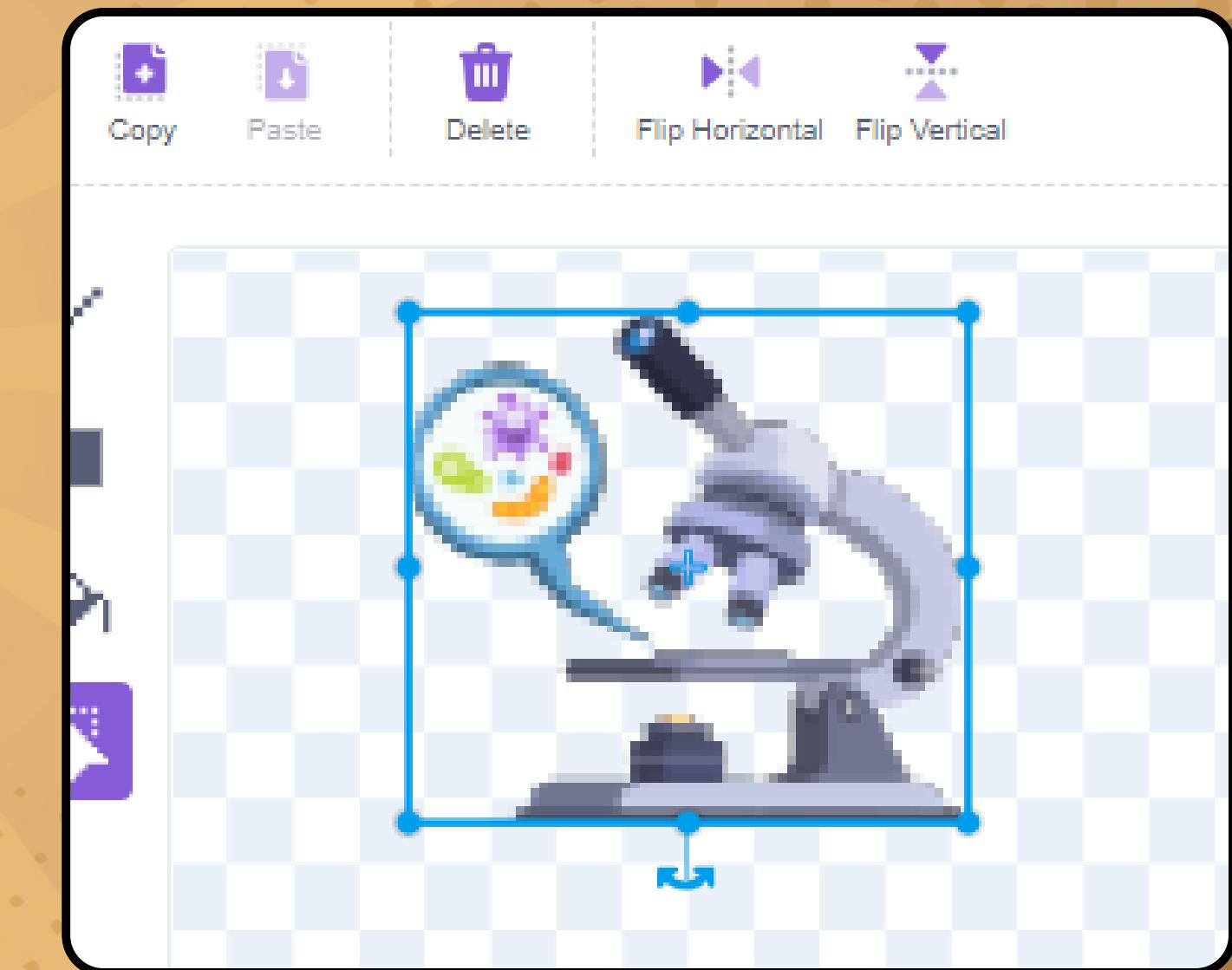
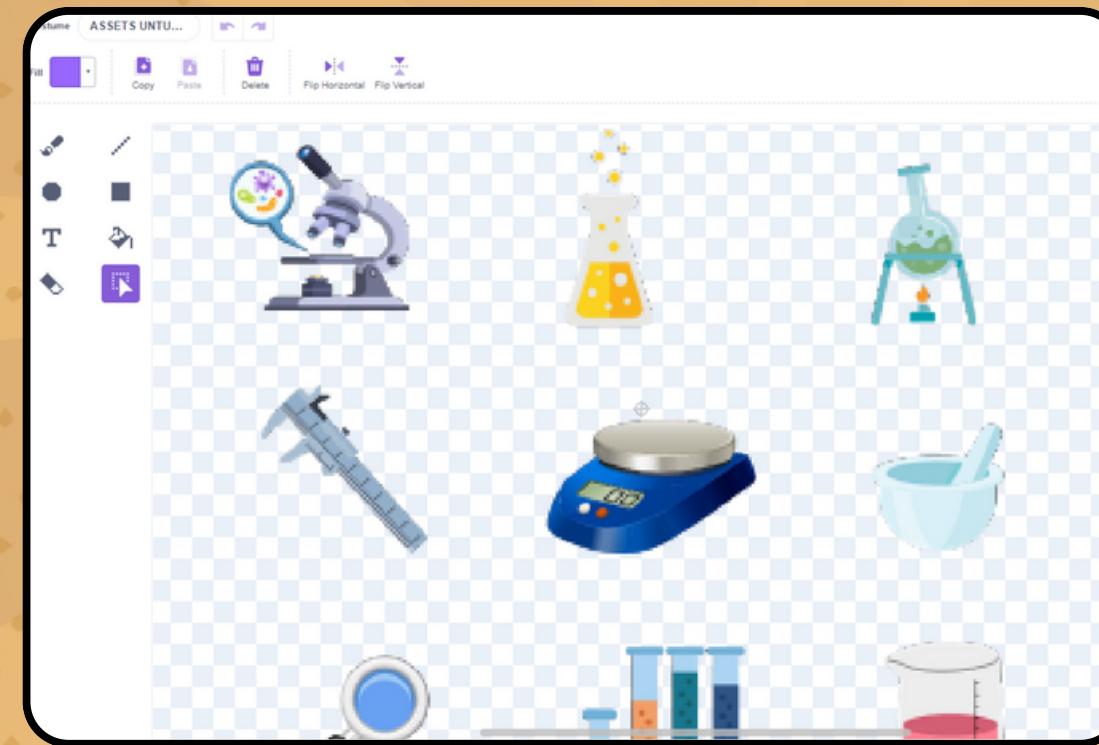
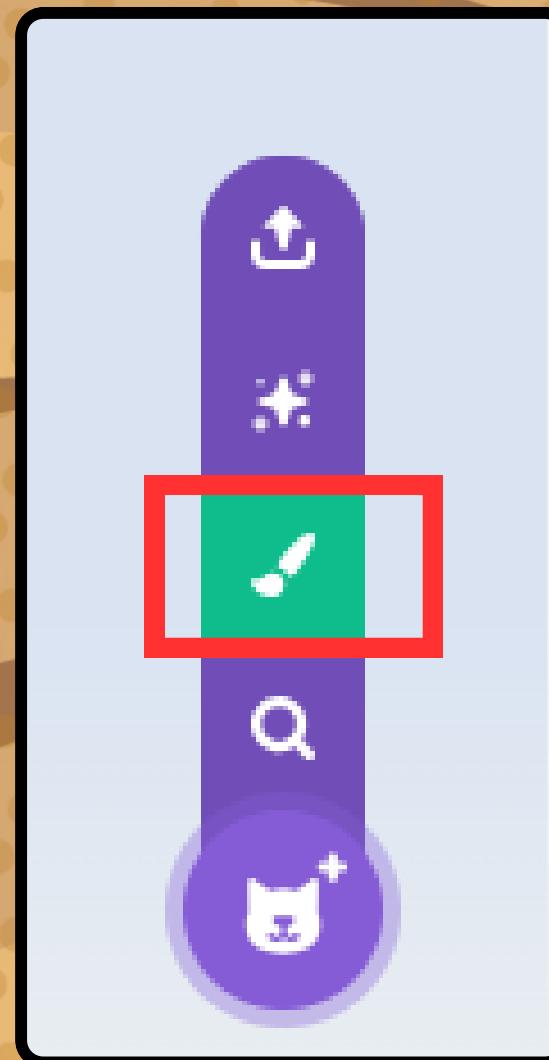
CONTOH ASET ALAT - ALAT LAB

+ Tambah halaman

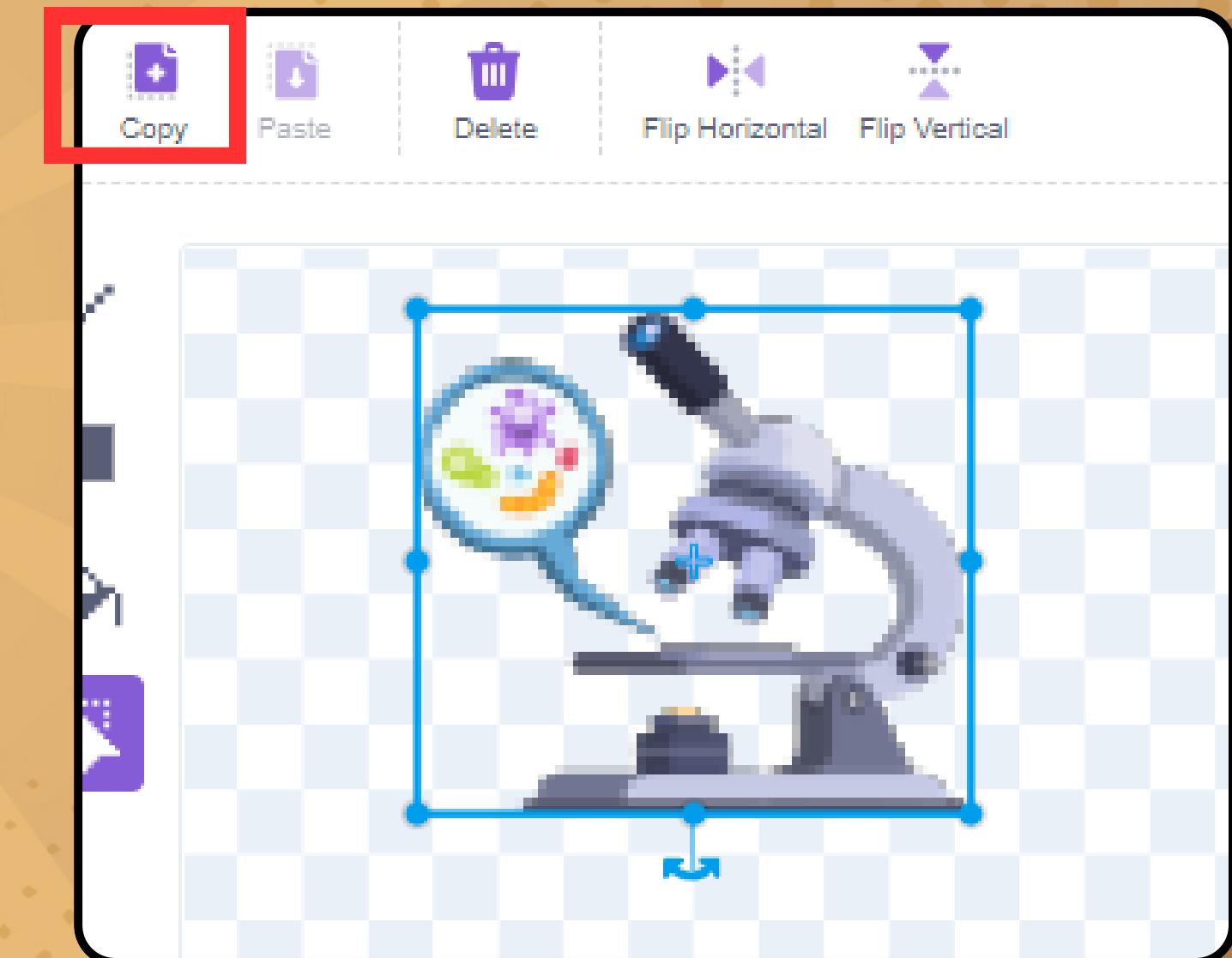
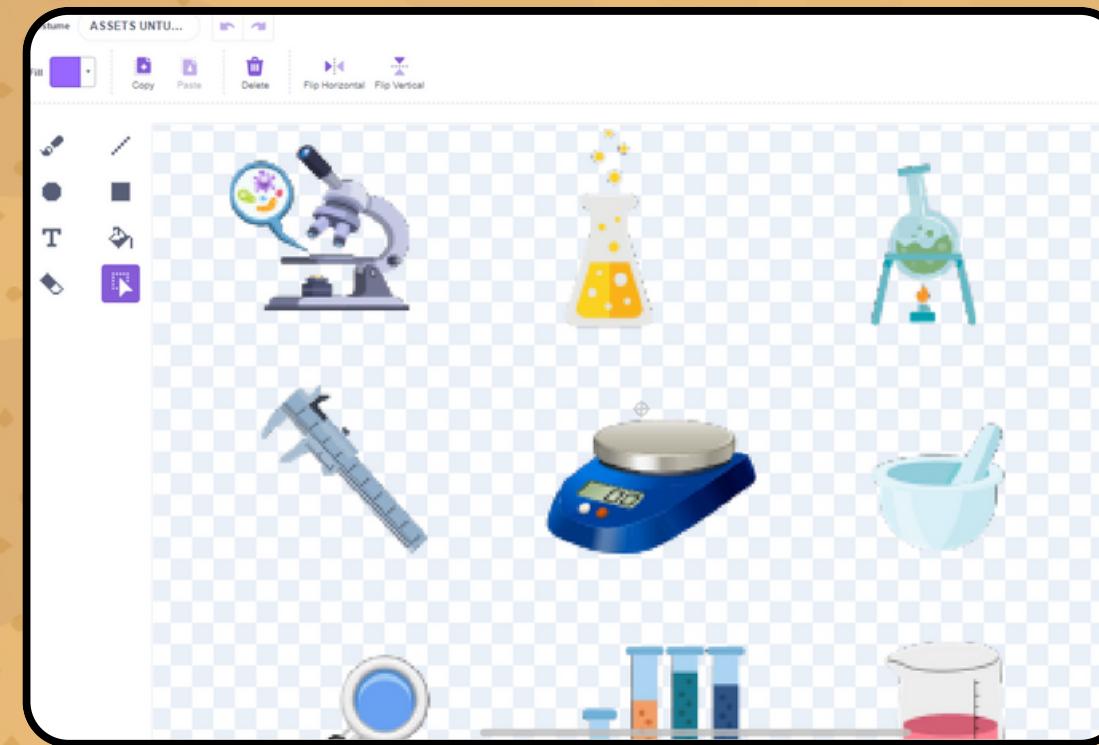
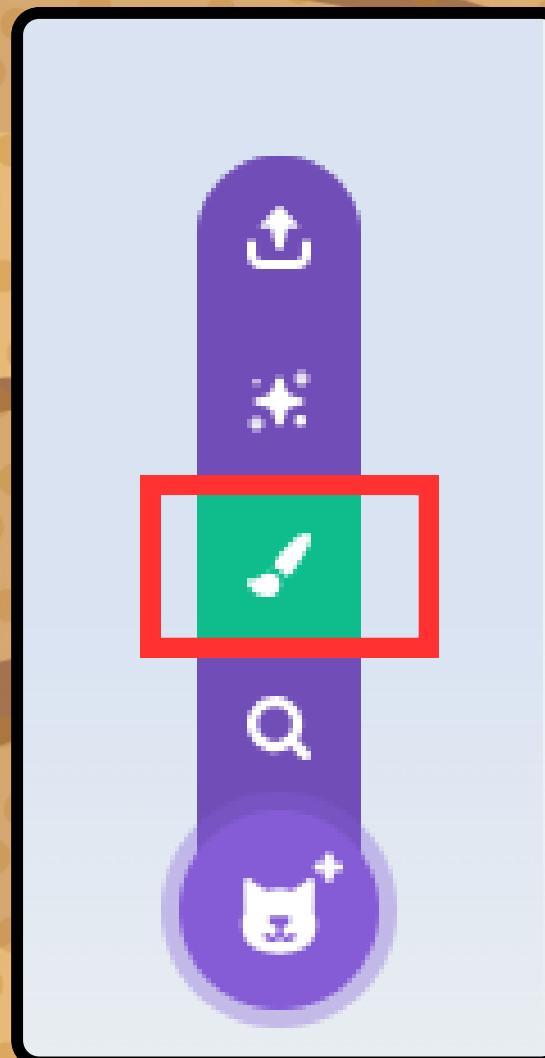
**unduh gambar asset di canva pastikan latar belakang transparan
dan halaman telah dipilih**



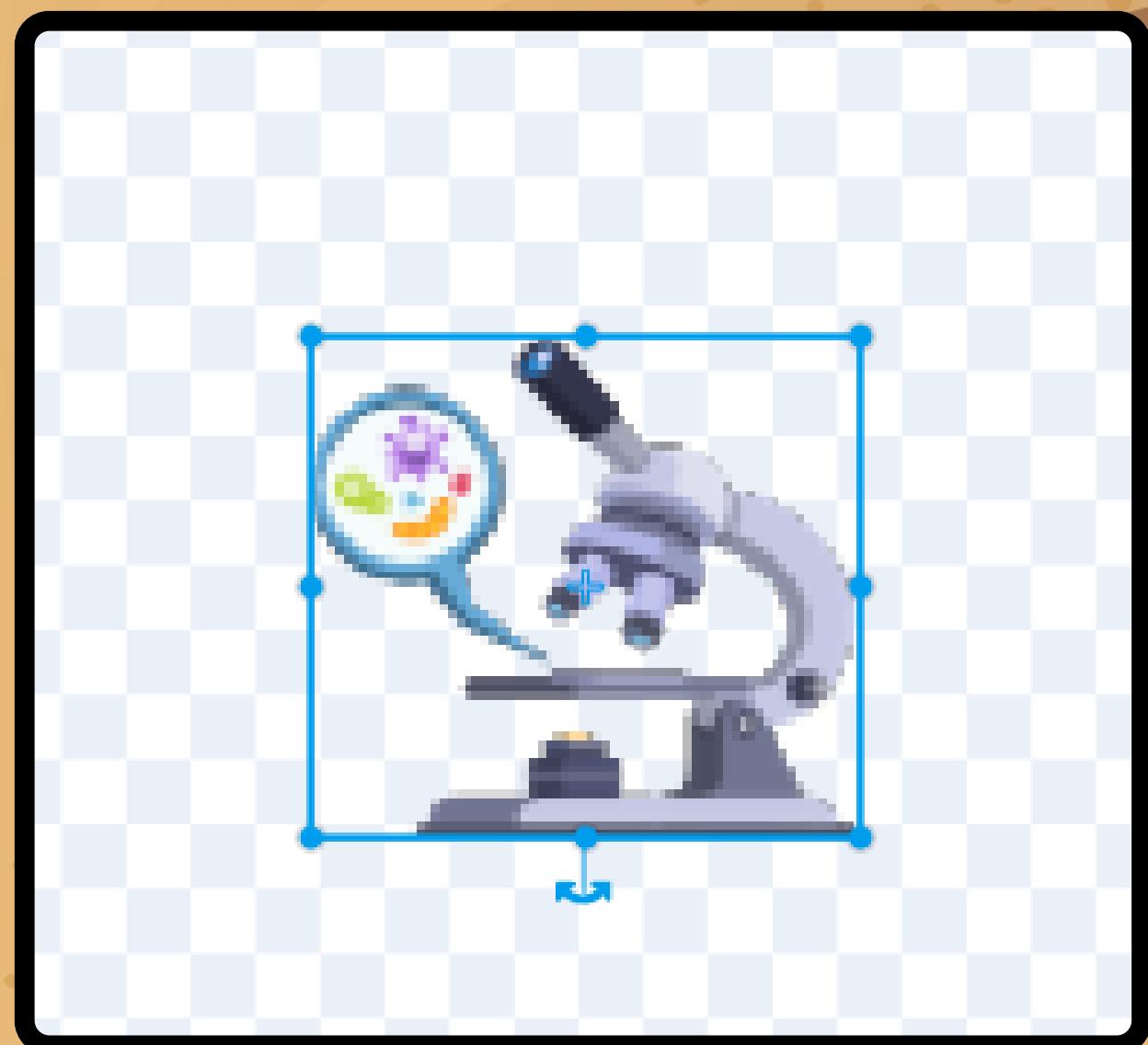
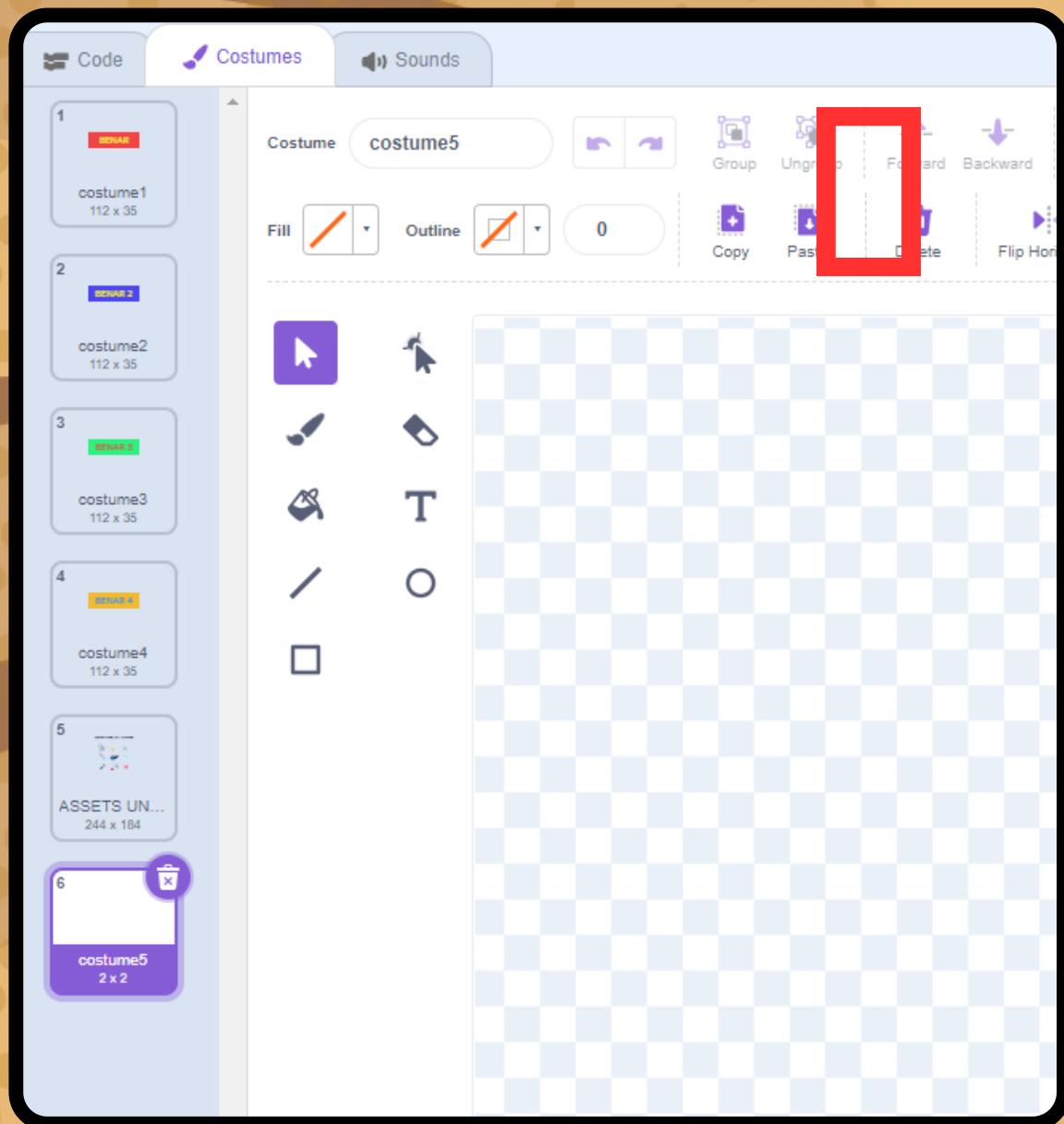
**unduh gambar asset di canva pastikan latar belakang transparan
dan halaman telah dipilih**



**unduh gambar asset di canva pastikan latar belakang transparan
dan halaman telah dipilih**



**klik paste pada costumes kosong, letakkan di titik tengah.
lakukan sampai seluruh gambar selesai. Lakukan hal yang sama pada sprite
berjudul SALAH untuk jawaban salah.**



SAYA GURU INOVATOR SIAP BERKOLABORASI DI :

aset untuk game edu klik disini : <https://tinyurl.com/aset-gameedu>

aset untuk bukti karya klik disini : <https://tinyurl.com/templatebuktikarya>

link MATERI: <https://bit.ly/gurubuatgame>