



## DEVELOPMENT OF CANVA APPLICATION-BASED ARABIC LEARNING MEDIA TO IMPROVE THE SKILLS OF 21<sup>st</sup> CENTURY EDUCATORS

Tomi Enramika <sup>1\*</sup>, Zakiyatunnia Al Mubarakah <sup>2</sup>, Putri Hardiyanti <sup>3</sup>

<sup>1,2,3</sup> Sulthan Thaha Saifuddin Jambi State Islamic University

e-mail: [tomienramika@uinjambi.ac.id](mailto:tomienramika@uinjambi.ac.id)<sup>1</sup>, [zakiyatunnisaalmubarakah@uinjambi.ac.id](mailto:zakiyatunnisaalmubarakah@uinjambi.ac.id)<sup>2</sup>, [putrihardiyanti@uinjambi.ac.id](mailto:putrihardiyanti@uinjambi.ac.id)<sup>3</sup>

| *Received: 24-04-2023*

|| *Revised: 26-05-2023*

| *Accepted: 10-06-2023*

| *Published On: 31-07-2023*

**Abstract:** After the COVID-19 pandemic has had a lot of impact on the learning process, all learning activities tend to be dominated by technology. Mastery of technology is a must, including for educators in learning Arabic. The purpose of this study is to explain the development of Arabic learning media in accordance with the demands of the 21st century, as for the skills that must be mastered by educators in the 21st century, namely being able to master the 4Cs which are a means to achieve success in life, while the 4C skills in question are Communication, Collaboration, Critical thinking and Problem Solving, and Creativity and Innovation skills and one of the supporting applications in media making Arabic learning that is appropriate for the 21st century is through the Canva application. The type of research used is a literature study of research results that have been published in national journals and proceedings. The results of the research that using the Canva application can be used in designing attractive Arabic learning media according to the demands of the times so that it will facilitate teachers in the learning process and achieve the learning goals that have been set.

**Keywords:** Learning Media, Arabic, Canva, 21st

**Abstrak:** After the Covid-19 pandemic had many impacts on the learning process, all learning activities tended to be dominated by technology. Mastery of technology is a must, including for educators in learning Arabic. The purpose of this study is to describe the development of Arabic language learning media in accordance with the demands of the 21st century. The skills that must be mastered by educators in the 21st century are being able to master the 4C which is a means to achieve success in life. The 4C skills in question are Communication, Collaboration, Critical thinking skills. and Problem Solving, and Creativity and Innovation and one of the supporting applications in making Arabic language learning media suitable for the 21st century, namely through the Canva application. The type of research used is a literature study from research results that have been published in national journals and proceedings. The results of the study show that using the Canva application can be used in designing attractive Arabic language learning media in accordance with the demands of the times so that it will make it easier for teachers in the learning process and achieve the learning objectives that have been set.

**Kata kunci:** Learning Media, Arabic, Canva, Ages



## InCtroduction

After the Covid-19 pandemic had many impacts on the learning process, all learning activities tended to be dominated by technology. Mastery of technology in the current era of globalization is a must. Because mastering technology will provide many benefits such as the convenience of completing a job and with the help of technology making work more efficient. Almost everywhere such as hospitals, shopping centers, transportation and education are inseparable from the application of technology. The era of education 4.0 is a challenge in itself, including in the academic world from the negative impacts of the heavy use of technology, especially in the daily lives of teachers / students, it is necessary to direct the use of technology so that it has a positive impact. With the rapid development of technology, of course this, both directly and indirectly, will be a challenge for academics in the world of education. Especially in the current situation after the Covid-19 pandemic, the role of technology is very dominant in the learning process.

To face the era of the industrial revolution 4.0 is not an easy matter. This must be met by preparing human resources that can be adaptive to the demands of the 4.0 industrial revolution era. The role of educational institutions, including universities, plays an important role in preparing human resources, namely by increasing the competence of graduates who have skills according to the demands of the 21st century (learning and innovation skills) in addition to mastering science and technology in accordance with the fields they are involved in (Zubaidah, 2018). Because the trend of the 21st century focuses more on certain specialties, Indonesia's national education goals must be directed at efforts to equip graduates with 21st century skills. The intended 21st century skills are that everyone masters the 4Cs which are a means to achieve success in life in society in the 21st century. . The 4C skills in question are Communication, Collaboration, Critical thinking and Problem Solving, and Creativity and Innovation skills.

One of the 4C skills that must be mastered by educators, namely Communication Skills, is the skill to convey new thoughts, ideas, ideas, knowledge, and information to others through speech, writing, symbols, pictures, graphics, or numbers. These skills include listening skills, obtaining information, and conveying ideas in front of many people (Zubaidah, 2018).

Technological progress and innovation in the era of the industrial revolution 4.0 is a fundamental aspect that initiates changes in various aspects of life. This innovation led to new findings with the principle of "speed" which is very close to human daily life (Arnyana, IBP (2019). The application of technology in the learning process can be found in learning media. Currently, various technology-based learning media can be found in many places. educational institutions both at universities and schools.(Samsurrijal, 2022) Ranging from simple to complex. Applications (software) used to create learning media are also varied. Some of the software that is often used is PowerPoint, Adobe Flash, Lectora, prezzi, videoscrib and Canva. from several research that has been carried out using technology as a learning medium has proven to have a positive impact in the world of education.

Some of the educators are currently still using old software such as PowerPoint in making learning media so that the resulting learning media is still not attractive and tends to be classic. Even though educators have adequate competence in designing up-to-date learning media so that Arabic language subjects at school are more fun and interesting for students if packaged using current technological media, Arabic is no longer considered a boring and monotonous subject. The platform that can be used to create the media in question is through the Canva platform application.(Jaya & Susanto, 2022) The choice of Canva is because this platform can be accessed online through laptops and cellphones and provides free and attractive templates, also has many features for making learning media such as presentations, videos, posters, infographics, etc. so that it makes it easier for students to use it. Even though the platform provides free templates, if its use is optimized it can produce a learning media that is no less interesting than learning media based on PowerPoint or other software.

Some previous research has succeeded in proving that the Canva application can develop interesting learning media but the target object of the research focuses on general learning that uses Latin fonts in designing media. There is no research object yet and uses Arabic fonts in designing media. Some of these studies include: Pelangi Line. ( 2020 ). Utilization of the Canva Application as a Media for Learning Indonesian Language and Literature for SMA/MA Level, Sasindo Unpam Journal, Vol 8, No 2, pp79 -96, Yusnita Adelina Purba & Amin Harahap.(2022). Utilization of the Canva Application as a Media for Learning Mathematics at SMPN 1 NA IX-X Aek Kota Batu, Journal of Scholars: Journal of Mathematics Education, Volume 06, No. 02, pp. 1325-1334

So, the contribution of this research to previous research lies in perfecting the newness in the context, if the previous research was in the context of research on general subjects that used Latin fonts in designing learning media in the Canva application while writers in the context of religious subjects especially Arabic used Arabic fonts in designing learning media in the Canva application.

## Method

The method of writing this article is a literature study from research results that have been published in national journals and proceedings. Literature study is a series of activities related to methods of collecting library data, reading and taking notes, and managing research materials. Another understanding of literature study is to look for theoretical references that are relevant to the cases or problems found. (Adi, 2023) These references can be searched from books, journals, research report articles, and sites on the internet. The output of this literature study is the collection of references that are relevant to the formulation of the problem. (Nurullah, 2022) The research results studied regarding the use of the Canva application in the development of Arabic learning media. (Tasika & Giyarsi, 2022) The results of the literature study will be presented in a descriptive form that makes it easier for readers to find out Canva's application in the development of Arabic teaching media.

## Results and Discussion

### 1. Learning Media

The word "media" comes from the Latin "medium" which means "intermediary" or "introduction" Nunu Mahnun (2012) in (Garris Pelangi, 2020). Whereas in Arabic the media means "intermediary" or "message delivery" from the sender of the message to the recipient of the message (Audie, 2019). A container that can be used in conveying messages or learning information from the source of the message to the recipient of the message, the definition of the media is further (Garris Pelangi, 2020). The Association of Education and Communication Technology (AECT) organization suggests that "what is meant by media is a channel that can be used in the process of delivering information or messages" (Supardi, 2017). Another opinion states that learning media is a component of learning resources or physical vehicles in which there is instructional material in the student's environment that can stimulate students to learn (Azhar Arsyad, 2014).

Media has a very important function in the learning process. The function of the media in general is as a distributor of messages or information. Another function of using media in the learning process can foster curiosity and interest, foster motivation and stimulation in the learning process, and can influence the psychology of students. The use of media in the learning process can also help students to increase understanding, present material/ data in an interesting way, make it easier to interpret data, and condense information/messages (Siti Mahmudah, 2018). Another opinion reveals that learning media is used by a teacher to clarify information or teaching messages, emphasize important parts, provide variations in teaching, clarify teaching structures, and motivate students' learning processes (Abd. Wahab Rosyidi, 2009).

### 2. Arabic Learning Media

(Azhar Arsyad, 2014) in (Abdul Kholiq 2020) the types of media that can be used in the process of learning Arabic are as follows: first, visual media (visual / bashariyah). View media is related to the sense of sight, namely teaching media in the form of visual aids. In the process of learning visual media plays a very important role. Because the media can arouse students' interest, strengthen memory, facilitate understanding, and can provide a relationship between the content of subject matter and the real world. Visual media should be placed in a meaningful context and students are required to interact with the visuals to ensure that the information process occurs so that the use of media is more effective.

The second type of media is listening media (sam'iyah / audio). Audio learning media is related to the sense of hearing. The message / information conveyed is poured into auditive symbols, both verbal (into words / spoken language) and non-verbal. This media can attract and motivate students to learn more learning material. The audio or sam'iyah media include the following: tape recorders, radio, language laboratories. The third type of media is listening media (sam'iyah-bashariyah / audio-visual). The most complete language teaching media is audio-visual media (or audio-visual / sam'iyah bashariyah), this is because by using audio-visual media there is a process of mutual assistance between the senses of hearing and the sense of sight, which are included in the type of audio-visual media, namely computers, VCD, television, and language laboratory (Azhar Arsyad, 2014).

As for learning Arabic, the learning media that can be used are divided into two, namely: in aspects of speaking Arabic and in Arabic language skills (Abdul Wahab Rosyidi: 2009). learning media in the aspect of Arabic are:

- a) Mufrodat learning media which usually uses miniature media of real objects, photos and pictures.
- b) Qowaid learning media (grammar) media that can be used in teaching grammar (qawaid) such as grammar boxes, pocket boards, rope boards.

As for the Arabic language skill learning media, namely:

- a) Learning media istima' (listening). Media that can be used in istima' learning are demonstrations, cassette recorders, compact disks (cds), etc.
- b) Kalam learning media (speaking). Maharah al-kalam learning is the second skill learning from learning Foreign Language skills (Tomi Enramika, 2022). Speaking is an active language activity of a language user. Linguistically, messages/oral information conveyed by speaking are the use of words chosen according to the intent that needs to be expressed. These words are arranged in a certain order according to grammatical rules, and are pronounced according to the appropriate pronunciation rules. Types of learning media that can be used in learning speaking skills are: dialog text sheets, questionnaire sheets, field trips and films.
- c) Learning media qira'ah (reading). The learning media that can be used for learning reading skills include: reading texts, reading laboratories, etc.
- d) Kitabah learning media (writing). Types of learning media that can be used in learning to write are as follows: photocopies of writing, photos, tape recordings and pictures.

### 3. The Canva Application as a Learning Media

Canva is a free application that makes it easy for users to design and create various graphic designs online. Canva is currently available in several places, namely on the web, iPhone, and Android. Canva comes in two versions, a paid version and a free version. Canva can help us create designs without the need to install the application. In Canva's tools there are also many designs and animations that we can easily edit in them without having to design them from scratch. Canva is perfect for beginners because the drag and drop feature can help us create any design very quickly. (Mulyani, 2021).

Canva provides a variety of features that can be used for education. As reported by the Canva account or website, it was explained that Canva is a creativity and collaboration tool for all classes. The only design platform needed in the class (Canva, nd). Making visual learning and communication easy and fun and can develop creativity and collaborative skills, there are many templates that can be used easily in the Canva application, namely templates for posters, flyers, logos, documents, for Instagram posts, wallpapers, reports, photo collages, newspapers, magazine covers, announcements, videos, book covers, business cards, brochures, infographics, story boards, templates for posting photos or videos on social media, invitations etc., which of course can be sent to various social media platforms.

Besides having various easy-to-use templates, the Canva application also has the following features (Garris Pelangi, 2020) and (Elmira Siska, 2021):

- a) There are millions of images, whether in the form of photos, vectors, illustrations, users can even upload photos from their own devices.
- b) There is a photo filter feature, edit photos using filters that are easy to use.
- c) There are icons and shapes features, various types of icons, shapes and elements that can be used easily and there are thousands of choices and you can upload your own elements
- d) There is a font feature, access to hundreds of fonts that are ready to be used for various types of designs
- e) There is an audio feature, it can be searched and used easily. As a result of the design, the Canva application has six downloadable forms for the finished design, consisting of png, jpg, standard or print pdf, video (mp4), and animation (mp4/gif).
- f) There is a background feature, there are various types of backgrounds that can be used to enhance the design.

The following are the steps for using the Canva application, either using a device or using a laptop that is easily accessible to users, namely: 1) Download the Canva application via the Playstore for mobile users or open Canva through the official Canva website, namely, [https://www.canva.com/id\\_id/](https://www.canva.com/id_id/) for laptop users. 2) create a Canva account, account creation can be done using a Facebook, Google or Gmail account. 3) make designs through Canva, make designs according to needs, with the help of templates

teachers can use Canva easily and can change elements, fonts or images according to needs. And there are various features that are easy to apply with a simple appearance so that it doesn't make it difficult for the user. 4) saving the design results from Canva, after the design is complete, the last step is saving the design that has been made (Tri Wulandari, 2022). How to save the design is enough to click the down arrow in the upper right corner and the design will be saved in the gallery or storage file. The results of Canva's design are in the form of visual media, which when associated with learning Arabic will make it easier for teachers in the process of delivering subject matter. As the function of learning media which is a vehicle for channeling learning messages or information that is able to condition students to learn (Supardi, 2017). Especially during a pandemic, the learning process was transferred virtually which required teachers to be more creative in presenting learning for students so that the objectives of the learning activities that had been designed beforehand could be achieved.

Examples of Arabic learning media based on the Canva application are as shown below:



## Conclusion

Learning Arabic requires interesting teaching materials according to the times so that learning in the classroom is not monotonous or boring. The development of Arabic language learning media can be done using various applications. One application that can be used is Canva. Canva can make visual learning and communication easy and fun and can develop creativity and collaborative skills. There are many templates available that can be used easily in the Canva application, namely templates for posters, flyers, logos, documents, videos, book covers, cards, business, brochures, infographics, etc. The results of a review of several journals also show that the use of Canva is proven to be effective in developing learning media and facilitating teachers and students in the learning process.

## References

- Abd. Wahab Rosyidi & Mamlu'atul Ni'mah, (2010 ) *Understanding the Basic Concepts of Learning Arabic* , Malang: UIN-Maliki Press
- Abdul Kholiq. (2020) . *Arabic Learning Media* . Proceedings of the VI National Arabic Conference, Department of Letters, Faculty of Arabic Literature, State University of Malang. <http://prosiding.arabum.com/index.php/konasbara/article/view/715>
- Adi, M. F. (2023). Hadhohah Rights of Children (Not Mumayyis) Based on Compilation of Islamic Law and Child Protection Act. *NUSANTARA: Journal Of Law Studies*, 2(1), Article 1.
- Ahmad Zaki, DY (2020) . *The Use of Learning Media to Improve Student Learning Achievement in PKN Lessons at Darussa'adah Private High School Kec. Dairy Base* . Al-Ikhtibar: Journal of Education, 7(2), 809–820. <https://doi.org/10.32505/ikhtibar.v7i2.618>
- Arnyana, IBP (2019). Learning to improve 4c competence (communication, collaboration, critical thinking and creative thinking) to welcome the 21st century era. *Proceedings: National Conference on Mathematics and Science*

at PGRI Banyuwangi University , 1 (1), i-xiii.

- Arshad, Azhar. (2014). *Learning Media* . Jakarta: Raja Grafindo Persada.
- Audie, N. (2019). *The Role of Learning Media to Improve Student Learning Outcomes. Proceedings of the National Seminar on Education FKIP* , 2(1), 586–595. <https://jurnal.untirta.ac.id/index.php/psnp/article/view/5665/4066>
- Canva. (nd) *Canva For Education* . [https://www.canva.com/id\\_id/education/](https://www.canva.com/id_id/education/)
- Easy, Siti. (2018) *Arabic Learning Media* . **An Nabighoh** , [SI],v.20,n.01,p.129-138. <https://e-journal.metrouniv.ac.id/index.php/an-nabighoh/article/view/1131>
- Elmira Siska, NMRN (2021). *Socialization of the Implementation of Health Protocols in the New Normal Period and the Use of the Canva Application for Digital Marketing at the Manggarai Selatan Tebet Muslim Children's Social Institution* . Perbanas Abdimas Journal (JAP), 2(April), 1–16. <https://journal.perbanas.id/index.php/JAP/article/download/371/205/588>
- Enramika, T. (2022). ISTIKHDĀM T ARĪQAH AL-TA ' ALLUM AL- ' IRSH Ā DIY LI TARQIYAH MAH Ā RAH AL-KAL Ā M: (Dirāsah Tajrībiyyah fī al-Madrasah al-Thānawīyyah Siulak Gedang Kerinci Jambi). Journal of Al-Fawa'id : Journal of Religion and Language, 12(1), 15-37. <https://doi.org/10.54214/alfawaid.Vol12.Iss1.188>
- Jaya, S., & Susanto, F. (2022). Social Dimension of Taboo Language as Knowledge Power Analysis for Identifying Transferable Saying English Taboo in Internet. *Nusantara Education*, 1(1), Article 1.
- Mulyani, EA (2021). *Graphic Design* . Indonesian Science Media.
- Nurullah, S. A. (2022). Practice Services Between Sale and Purchase of Coffee Syari'ah Economic Perspective. *Journal of Nusantara Economy*, 1(1), Article 1.
- Rahmawati, F., & Atmojo, IRW (2021). Digital Media Analysis of 21st Century Learning Videos Using the Canva Application in Science Learning. *Basicedu Journal* , 5 (6), 6271-6279.
- Rainbow Line. (2020). *Utilization of the Canva Application as a Media for Learning Indonesian Language and Literature* . Unpam Sasindo Journal, Vol 8, No 2, December 2020 BENEFITS, 8(2), 79–96. <https://doi.org/http://dx.doi.org/10.32493/sasindo.v8i2.79-96>
- Samsurrijal, A. (2022). Permainan Tradisional Indonesia Sebagai Media Penanaman Nilai Moral Pada Siswa: Sebuah Studi Literatur. *Nusantara Education*, 1(1), Article 1.
- Sugiyono. (2016). *Quantitative Research Methods, Qualitative and R&D* . Bandung: Afabeta
- Supardi, K. (2017). *Visual Media and Science Learning. Journal of Basic Education Innovation* , 1(10), 160–171. <http://unikastpaulus.ac.id/jurnal/index.php/jjpd/article/view/266/189>
- Tasika, Y., & Giyarsi. (2022). The Effectiveness of the Discussion Method to Increase Students' Understanding and Activeness in Islamic Religious Education Subjects. *Nusantara Education*, 1(1), Article 1.
- Wahab Rosyidi, Abdul. (2009) *Arabic Learning Media*. Malang: UIN Malang Press.
- Wulandari, T., & Mudinillah, A. (2022). The Effectiveness of Using the CANVA Application as a MI/SD Science Learning Media. *Journal of Research Madrasah Ibtidaiyah* , 2 (1), 102-118.
- Zubaidah, S. (2018). Get to know 4C: Learning and Innovation skills to Face the Industrial Revolution 4.0. Paper: Presented at the 2nd Science Education National Conference seminar at Trunojoyo University, Madura, 13 October.