

Implementation of Sekolah Penggerak Programs as Strengthening Profile Pancasila Students Through Digital Literacy at SMP Negeri 48 Samarinda

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Abstract

SMP Negeri 48 Samarinda is one of the model schools of the Sekolah Penggerak in Samarinda. The school has a routine program which must support the vision and mission of the Ministry of Education and Culture, namely strengthening the Pancasila Student Profile. Based on these values, the school holds activities related to strengthening the field of technology. The school collaborates with the East Kalimantan ICT Volunteer Academy (Artika) to carry out the activities of this program. The activity was carried out with lectures and resource persons from Artika, East Kalimantan. Participants in this activity were students from SMP Negeri 48 Samarinda. This activity aims to provide an understanding of current technological literacy, namely digital technology. This activity, which runs for only one day, is expected to provide additional knowledge to students and is in accordance with the values running in the school program.

Keywords: Digital Literacy, Sekolah Penggerak Program, Strengthening Profile Pancasila

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I. INTRODUCTION

Profile Pancasila students are vision mission from Ministry of Education and Culture, Research and Technology Republic of Indonesia which every student capable realize the character and values contained in Pancasila, namely Have faith Be devout To God Almighty and have morals Noble, Global Diversity, Mutual Cooperation, Independent, Reasonable Critical and Creative (Delima Kiska et al, 2023). SMP Negeri 48 Samarinda is school active drive operate a number of targeted programs his activities related with strengthening profile Pancasila students. SMP Negeri 48 Samarinda cooperate with East Kalimantan Academy ICT Volunteers (Artika Kaltim) for make an activities that have value support objective from vision mission Ministry of the Education and Culture. The activities is titled Project Strengthening Profile Pancasila Students with Engineering and Technology. This activity aims to provide literacy about the application or knowledge of technology.

The East Kalimantan Information and Communication Technology Volunteer Academy (Artika Kaltim) is an activist in the academic field related to digital technology and also has the opportunity to provide service in this activity. One of Artika's member was a presenter in this activity by providing literacy knowledge about digital technology. Public readiness in this digital era is very necessary in getting education about understanding and how to use digital technology tools, also known as digital literacy (Aksenta dkk, 2023). Digital literacy is very necessary where in this era almost everything is presented digitally. In fact, life can be said to be experiencing a digital revolution. Siregar (2022) This digital revolution has changed the way of life for everybody in the advanced world. Technology can make a big change to all over the world, from start help make it easier all affairs until can give rise to problem because no one can use increasingly digital facilities advanced with good and right.

This digital revolution can also be said digital transformation. Jamaluddin, et al (2024) There is a definition of digital transformation, namely a change in the way a work is handled using information technology to gain efficiency and effectiveness. Asari et al (2023) Related challenges with new digital technology in field management source power man. So, it is necessary exists understanding knowledge new about literacy this digital technology. This activity is important to carry out because it is useful as an education for students to understand the knowledge about digital technology.

II. METHOD

The activities were carried out at SMP Negeri 48 Samarinda jl. Proklamasi B, Samarinda with approximately 200 participants. The activity was carried out in 2 sessions and 2 alternating classes. The activity is carried out 1 day from the afternoon at 13.00 WITA until the afternoon at 17.00 WITA on Friday, 11 August 2023. The stages of implementing the activity are as follows in Figure 1 below:

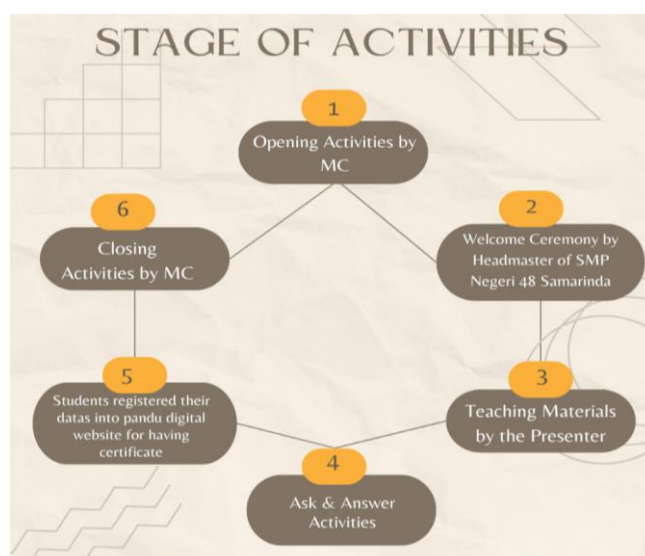


Figure 1. Stages of Activity Implementation

The stages of implementing the activity began with the opening, remarks by the Headmaster of SMP Negeri 48 Samarinda, presentation of material by Artika Kaltim's presenter, questions and answers activities. Before the closing activity, students register their attendance online and get a digital literacy certificate via Pandu Digital website.

III. RESULTS AND DISCUSSION

Initial material presented is about importance digitally literate . Then, a presentation of the 4 pillars of digital literacy taken from the Indonesian Ministry of Communication and Information (Kominfo RI). First, participants are given an understanding of the importance of having the ability to master digital technology (digital skills). Gomez (2021) Digitally skilled includes the ability to use digital technology in critical, collaborative and creative ways. This includes information and data literacy, communication, collaboration, digital content creation, security, and problem solving. Second, participants are given an understanding of the ethics of using digital technology (digital ethics). Alinurdin (2019) Digital ethics are created to protect the feelings and comfort of other users. Third, participants are given an understanding of knowing the culture of digitalization. Digital culture is some of the ways people engage in digital media and technology in everyday life (Sadiku et al, 2017). Also, the four participants were given an understanding of security using digital technology (digital safety). Shanmugapriya & Priya (2024) Digital security means protecting mobile devices, laptops, tablets and other devices connected to the internet from potential threats, for example various crimes on the internet.

Digitalization is one of the characteristics of environmental change in the era of globalization which is characterized by the development of technology and information, dependency and countries without borders (Hartatik dkk. 2023). Apart from providing an explanation about digital literacy, the resource person also gave examples of real-life cases and provided solutions on how to deal with problems that exist in the digital world. Examples of these cases are cases of cyberbullying in the school environment and restrictions on using gadgets on a daily basis. Material presentation activities can be seen in Figure 2.



Figure 2. Material Presentation Activities by Presenter



Figure 3. One of Participants Answer Presenter Question

Next, in the question and answer session, this time the presenter asked more questions to the participants. The resource person only repeats whatever material is presented. Participants were also enthusiastic about answering questions from the presenter. As seen in Figure 3, one of the participants is answering questions from the presenter. The results of this activity can be seen from how participants can answer questions asked by presenter such as what are the four pillars of digital literacy, what crime cases have occurred in the digital era, and how to deal with cyberbullying today.

IV. CONCLUSION

Project strengthening Pancasila's profile is routine activities of the Sekolah Penggerak Program of SMP Negeri 48 Samarinda . This time, the school collaborated with East Kalimantan Artika (Artika Kaltim). The activity is to implement a digital literacy program. The presentation given was about the four pillars of digital literacy, cyberbullying crimes and limits on using gadgets in everyday life. The results and achievements of this activity are that students can answer the presenter questions, namely mentioning the four pillars of digital literacy, mentioning crime cases in the digital world and students knowing how to deal with cyberbullying cases that are currently occurring. This activity which is a project from the Sekolah Penggerak of SMP Negeri 48 Samarinda, is expected to be able to know and apply the importance of having digital skills, digital ethics, digital culture, and knowing aspects of digital security.

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