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The 3rd International Conference on Science Education in Industrial Revolution 4.0 (ICONSEIR 4.0) is a forum of scientists, academics, researchers, teachers and observers of education and students of post-graduate who care of education. This event was held by the Faculty of Education, Universitas Negeri Medan - Indonesia, on December 21st, 2021

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The Development of Extracurricular Activities Models based on Multiple Intelligence in Senior High School

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Abstract. This study aims to produce a model of extracurricular activities based on multiple intelligences for high school students. The method used in this research is Research and Development with the following steps: preliminary research and collecting information, planning, initial product development, Phase I field testing. The research resulted in a model of extracurricular activities based on multiple intelligences as indicated by the assessment of Guidance and Counseling Teachers an average value of 3,9 (very suitable). Assessment of Senior Teachers an average score of 3,7 (very suitable). Assessment of Headmaster an average of 3,7 and Assessment of Supervisors an average of 3,8 (very suitable). So it can be concluded that the development of extracurricular activities models based on multiple intelligences is very feasible to be used in high school.

Keywords: Extracurricular, Based on Multiple Intelligences.

1 Introduction

Education is one of the efforts to develop human potential. Education also plays a role in forming intelligent and quality human beings. In order to educate the life of the nation, National Education functions to develop capabilities, shape the character and civilization of a dignified nation. The purpose of national education is to develop the potential of students to become individuals who believe, fear God, have noble character, are physically healthy, knowledgeable, capable, creative, independent, so that they can become democratic and responsible citizens [1].

The implementation of education in Indonesia should refer to the national education goals. Education that is developed should pay attention to the diversity of potentials possessed by individuals. The diversity of students' self-potential is based on multiple intelligences. The current reality, it is still found that the learning process is less able to explore the potential possessed by students.

This happens because of a lack of understanding of the concept of multiple intelligences. It takes a creative teacher to be able to implement it in learning. Outdoor learning accompanied by competent and creative teachers will motivate students to develop their respective potentials [2]. Many extracurricular activities are also carried out in outdoor learning. The functions and meanings of extracurricular activities in supporting the achievement of educational goals are numerous. This will be realized when the management of extracurricular activities is carried out as well as possible, especially student arrangements, as well as increasing student discipline and all officers. Good management of extracurricular activities will improve the quality of schools [3].

Extracurricular activities carried out in schools are very beneficial for students, the community, and the school. Schools can become more famous and popular and can even be

used as a place of promotion to the public. Schools that prioritize extracurricular activities to raise achievement have a special attraction for the community [4].

This study aims to produce a model design for extracurricular activities based on multiple intelligences at Senior High School.

2 Research Method

This research method uses a research development model to produce a product model of extracurricular activities based on multiple intelligences. Development research is used to explain research activities related to method discovery, product discovery as an effort to meet needs [5]. The stages in research using the Research and Development method include: research and information gathering, planning, initial product form, preliminary field test, main product revision, main field test, operational product revision, operational field test, final product - revision, dissemination and implementation . The aim is to get the results of this study to have high validity. Sources of data to validate the extracurricular Activity Model based on multiple Intelligence are: 5 instructor of guidance and counseling, 5 Senior Teachers, 3 headmasters, 3 Supervisors.

Table 1. Criterion of conformity indicators

No	Score	Percentage intervals	Criteria
1	4	90 % ≤ x < 100 %	very suitable
2	3	80 % ≤ x < 89 %	in accordance
3	2	70 % ≤ x < 79 %	not suitable
4	1	< 69 %	very inappropriate

3. Results and Discussion

The process of developing Extracurricular Activity based on Multiple Intelligence is carried out in stages, starting from Research & Information Collecting to product validation. The Extracurricular Activity Model based on Multiple Intelligence Design consists of ten components that form the basis for student interaction activities at school.
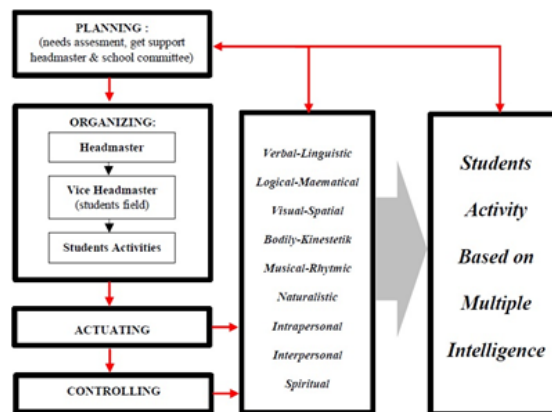

Fig1. Extracurricular Activity Model based on multiple Intelligence

The validity test of extracurricular activities was carried out by 5 guidance and counseling teachers, 5 senior teachers, 3 headmasters and 2 supervisors.

Table 2. Assessment of guidance and counseling teacher

No	Indicator	R1	R2	R3	R4	R5	Amount	Average	Criteria
1	Planning	4	4	4	4	4	20	4	very suitable
2	Organizing	4	4	4	4	4	20	4	very suitable
3	Actuating	4	4	3	4	4	19	3,8	very suitable
4	Controlling	4	4	3	4	4	19	3,8	very suitable
							Total:	3,9	
							Percentage	90%	very suitable

Assessment of guidance and counseling teacher about extracurricular Activity Model based on multiple Intelligence as follows : the results of the assessment of 5 teachers of guidance and counseling instructors an average rating of 3,9 (90%), stated that the design of extracurricular activity model based on the multiple intelligence was very appropriate.

Table 3. Assessment of Senior teacher

No	Indicator	R1	R2	R3	R4	R5	Amount	Average	Criteria
1	Planning	4	4	4	4	4	20	4	very suitable
2	Organizing	4	4	4	4	4	20	4	very suitable
3	Actuating	3	3	3	4	4	17	3,4	very suitable
4	Controlling	4	3	3	3	4	17	3,4	very suitable
							Total:	3,7	
							Percentage	90%	very suitable

Assessment of senor teacher about extracurricular Activity Model based on multiple Intelligence as follows : the results of the assessment of 5 senior teachers an average rating of 3,7 (90%), stated that the design of extracurricular activity model based on the multiple intelligence was very appropriate.

Table 4. Assessment of Headmasters

No	Indicator	R1	R2	R3	Amount	Average	Criteria
1	Planning	4	4	4	12	4	very suitable
2	Organizing	4	3	4	11	3,6	very suitable
3	Actuating	3	4	4	11	3,6	very suitable
4	Controlling	4	3	4	11	3,6	very suitable
					Total:	3,7	
					Percentage	90%	very suitable

Assessment of headmasters about extracurricular Activity Model based on multiple Intelligence as follows: the results of the assessment of 3 Headmasters an average rating of 3,7 (90%), stated that the design of extracurricular activity model based on the multiple intelligence was very appropriate.

Table 5. Assessment of Supervisor

No	Indicator	R1	R2	R3	Amount	Average	Criteria
1	Planning	4	4	4	12	4	very suitable

2	Organizing	4	4	4	12	4	very suitable
3	Actuating	4	3	4	11	3,6	very suitable
4	Controlling	3	4	4	11	3,6	very suitable
					Total:	3,7	
					Percentage	90%	very suitable

Assessment of Supervisor about extracurricular Activity Model based on multiple Intelligence as follows : the results of the assessment of 3 Supervisor an average rating of 3,8 (90%), stated that the design of extracurricular activity model based on the multiple intelligence was very appropriate.

4   Conclusion

In conclusion, this study designs the development of extracurricular activities based on multiple intelligences. The average teacher of guidance and counseling assessment is 3,9 (90%). The average senior teacher assessment is 3,7 (90%). the average Headmasters assessment is 3,7 (90%). The average supervisor assessment is 3,8 (90%). The results of all assessments on the design of extracurricular activity model based on multiple intelligences an average of 3,8 (90%). Through research, it is known that the design of the multiple intelligence-based extracurricular activity model is feasible for preliminary field test. Therefore, it is suggested that this model can be developed in high school.

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