



The learning program validity of using the ExPRession model to stimulate students' systems thinking and numeracy skills

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Abstract: This study aims to describe a learning program using the ExPRession model which is valid in stimulating students' systems thinking and numeracy skills on the topic of light interference. The design of this research is Design and Development Research (DDR). The data from this study were in the form of validity test results which were analyzed using mixed methods (quantitative and qualitative). The results of the data analysis showed that the learning program developed obtained a score percentage of 91.1% with very valid criteria. Based on the results of data analysis, it can be concluded that the learning program with the Expression model is very valid to stimulate students' systems thinking and numeracy skills. This is because the content validity shows that the learning program using the Expression model can be applied in learning Physics in Senior High School Class XI in the even semester on the topic of Optics (Light Interference) to stimulate students' systems thinking and numeracy skills. Furthermore, in terms of media and design validity, the teaching materials in this learning program are very interactive or multimedia-based. Therefore, they can be innovations to attract interest and motivate students to learn.

Keywords: Learning Programs; Expression Learning Models; System Thinking Skills, Numeracy Skills

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Introduction

Student knowledge and academic development is a learning challenge in the 21st century. This challenge can be met by applying skills of creativity, critical thinking and problem solving, communication, collaboration, life and career skills, information, media, and technology. The 21st Century Skills are recognized as competency standards that students need to possess to meet the demands of success in future work and life (Asrizal et al., 2018; Kan'an, 2018; Menggo et al., 2019; Partnership, 2019). Therefore, improving basic education in society (Cheng, 2017) is very important.

Improvements to the education system can be made by changing the mindset, way of learning, and how students develop creative innovations in various fields (Adel & Dayan, 2021; Lucas & Hanson, 2016; Reid et al., 2021; Rotherham & Willingham, 2009; Shurygin & Krasnova, 2016; Suryawati & Osman, 2017). Teachers can support this by exploring students' potentials in adapting to existing changes to be successful in today's life (Ashraf, 2020; Bower et al., 2014; Gleason, 2018; Häkkinen et al., 2017; Iglesias-Pradas et al., 2021; Keiler, 2018; Onyema et al., 2019; Schelly et al., 2015). The novelty of ideas and teacher creativity in developing ways of presenting subject matter at school is indispensable as part of 21st century learning innovation. The creativity in question relates to a teacher's ability to choose the right methods, approaches, and media in presenting learning material

(Gunawan et al., 2019; Kusasi et al., 2021; Putranta & Supahar, 2019; Serevina et al., 2018; Shurygin & Krasnova, 2016; Trnova & Trna, 2014).

Learning in Indonesia, which is currently partially implementing the 2013 curriculum, in practice is more than just the task of the government and school principals. The role of professional teachers is needed in developing learning programs, namely the development of syllabus, textbooks, learning resources and media, learning models, instrument assessment, and lesson plans preparation that refer to the syllabus. Learning tools developed must also be able to train students' 21st century skills (Aslan, 2015; Barak, 2017; Jang, 2016). One of the essential 21st century skills to practice is critical thinking and problem-solving (Afandi et al., 2019; Doleck et al., 2017; Hudha & Batlolona, 2017; Jang, 2016; Mutakinati et al., 2018; Prayogi & Yuanita, 2018; Saputro et al., 2020; Wong & Cheung, 2020). Both require systems thinking to make it easier for students to relate the causes and effects of a phenomenon, examine interactions between components as an arrangement of interactions and increase their understanding of many topics, one of which is science (Hmelo-Silver, 2014; Jacobson, 2006; Ke et al., 2021; Matlin et al., 2016; Orgill et al., 2019, 2019b; Pallant & Lee, 2015; Saxton et al., 2014; Vachliotis et al., 2014; Weintrop et al., 2016).

Systems thinking is used to analyze part of the overall interaction between learners in providing overall results in complex systems that receive increasing attention not only in education but also in everyday life (Bobek & Tversky, 2016; Hilpert & Marchand, 2018; Jacobson, 2001; Maani & Maharaj, 2004; Orgill et al., 2019; Penner, 2000; Richmond & Peterson, 2001; Stuntz et al., 2001; York et al., 2019). Systems thinking is essential for obtaining information, making decisions, and solving problems in all aspects of personal, social, and professional life (Afandi et al., 2019; Hogan, 2000; Jang, 2016; Orgill et al., 2019; Saxton et al., 2014; Weintrop et al., 2016). Some factors, namely exploring various perspectives, considering problems appropriately, defining boundaries, distinguishing and quantifying elements, identifying and characterizing relationships, identifying and characterizing feedback, and explaining and predicting system behavior, are indicators of systems thinking that require completion in numeracy skills (Can, 2021).

Numeracy skills are appropriate to support the training of indicators of systems thinking activity in accessing and assessing situations mathematically by identifying important features of real-world problems to be represented mathematically and solving problems using operations, processes, and mathematical tools. Acting and using mathematics, as well as evaluating, critically reflecting, and making judgments, are also part of numeracy skills, which are carried out, among other things, by applying measurements, making and extracting information from graphs and charts, collecting information, making estimates or forecasts, and using mathematical arguments to establish, defend, or oppose decisions or judgments (OECD, 2021). All these skills can be applied to solve problems related to existed phenomena in everyday life (Gurr et al., 2020; Nurse & Grant, 2020).

One of the lessons must bring up everyday phenomena closely related to student life and requires student involvement in reflecting on them is Physics (Calmer, 2019; Furtak & Penuel, 2019; Geller et al., 2018). Physics learning can be done by applying stages in understanding the problems of the phenomena presented, explaining them, and producing predictions about the following situation, which are still interrelated (Docktor & Mestre, 2014; Herlina, 2020; Kubricht et al., 2017; Pedaste et al., 2015). This is contained in one of the learning models called the ExPRession learning model, which is a learning model consisting of problem-solving activities displayed in the form of phenomena to motivate students and trigger learning, especially on the topic of optics (Herlina, 2020; Putranta & Jumadi, 2019).

One of the materials included in the topic of optics is light waves, in which there is a sub-topic of Light Interference. This sub-topic is considered difficult for students (Aminudin et al., 2019; Krijtenburg-Lewerissa et al., 2017; Marshman & Singh, 2017; Mešić et al., 2016; Nurdiansah et al., 2020). This difficulty is shown by many students who need help applying the wave model to explain interference after the teacher has explained it traditionally (lecture) (Ambrose et al., 2006). Students who have studied physical optics at an introductory level and beyond also do not develop a coherent model using to predict and explain the effects of light interference (Wosilait et al., 2012). If learning difficulties on this topic are not corrected, it can hamper understanding later, more complex topics, such as the wave nature of matter and the photon model for light (Ambrose et al., 2006).

Several students also experienced some shortcomings in learning this sub-topic, which were known from the results of preliminary research conducted in schools in 4 districts in Lampung. Preliminary research was carried out through questionnaires, semi-structured interviews, and literature studies to capture the need assessment related to the learning program on optics implemented in these schools. It is known that the syllabus that is used as a reference in learning is the one of The Ministry of Education. The components of Core Competencies, Basic Competencies, indicators, and learning objectives formulated in the Learning Implementation Plan (LIP), refer to the syllabus. The learning model written in the LIP generally uses the Discovery Learning model, such as the LIP circulating on the internet. However, in practice, the teacher still needs to implement this model. The reason is that more than the time allocation is needed to accommodate the stages of learning with this model, this makes the Light Interference sub-topic only delivered conventionally, and students are asked to learn more independently.

This limited time allocation is also why learning in this material has yet to apply practical methods independently or in groups. Even by applying this practical, students can analyze phenomena that exist in everyday life. Learning media and learning resources available in schools are in the form of printed books. Worksheet and special modules for this sub-topic have yet to be made available. This is one of the reasons students have yet to implement experiments, either directly or virtually. Some of the weaknesses in this sub-topic certainly illustrate that students' system thinking and numeracy skills have not been trained. The results of the analysis of system thinking and numeracy skills show that these two skills are very important to be applied to the learning process as a form of improving education in today's modern era (Hmelo-Silver, 2014; Jacobson, 2006; OECD, 2021). Delgado, 2021; Rahman et al., 2020; Vanbecelaere et al., 2021; Wang et al., 2018).

In addition, some previous studies in the last six years related to improving the learning process has led to the development of learning tools: 1) the use of PhET virtual media (Doyan et al., 2021); 2) integration of the Massive Open Online Course (MOOC) (Febrian & Ma'ruf, 2021); 3) a Realistic Mathematics Education (RME) approach based on stories (Rezeki et al., 2020); 4) a problem-based learning model with a cultural context (Aufa et al., 2016); and 5) the use of integrated STEM e-modules in flipped classrooms (Aspidanel et al., 2022). All those studies are only limited to being applied to learning and has not fully mastered students' system thinking and numeracy skills. Because of this, it is important to conduct research improving the education system by developing learning programs using models that include activities that lead to problem solving in everyday life to stimulate students' systems thinking and numeracy skills. Based on this background, this study aims to describe learning programs using valid ExPRession models in stimulating students' systems thinking and numeracy skills, especially on the light interference sub-topic.

Method

This research utilizes Design and Development Research (DDR) (Richey et al., 2007), which is a structure that involves several processes. It starts from the design and development process and an evaluation based on empirical research. The stages passed in product development, including analysis, design, development, and evaluation, are detailed in the research flowchart in Figure 1.

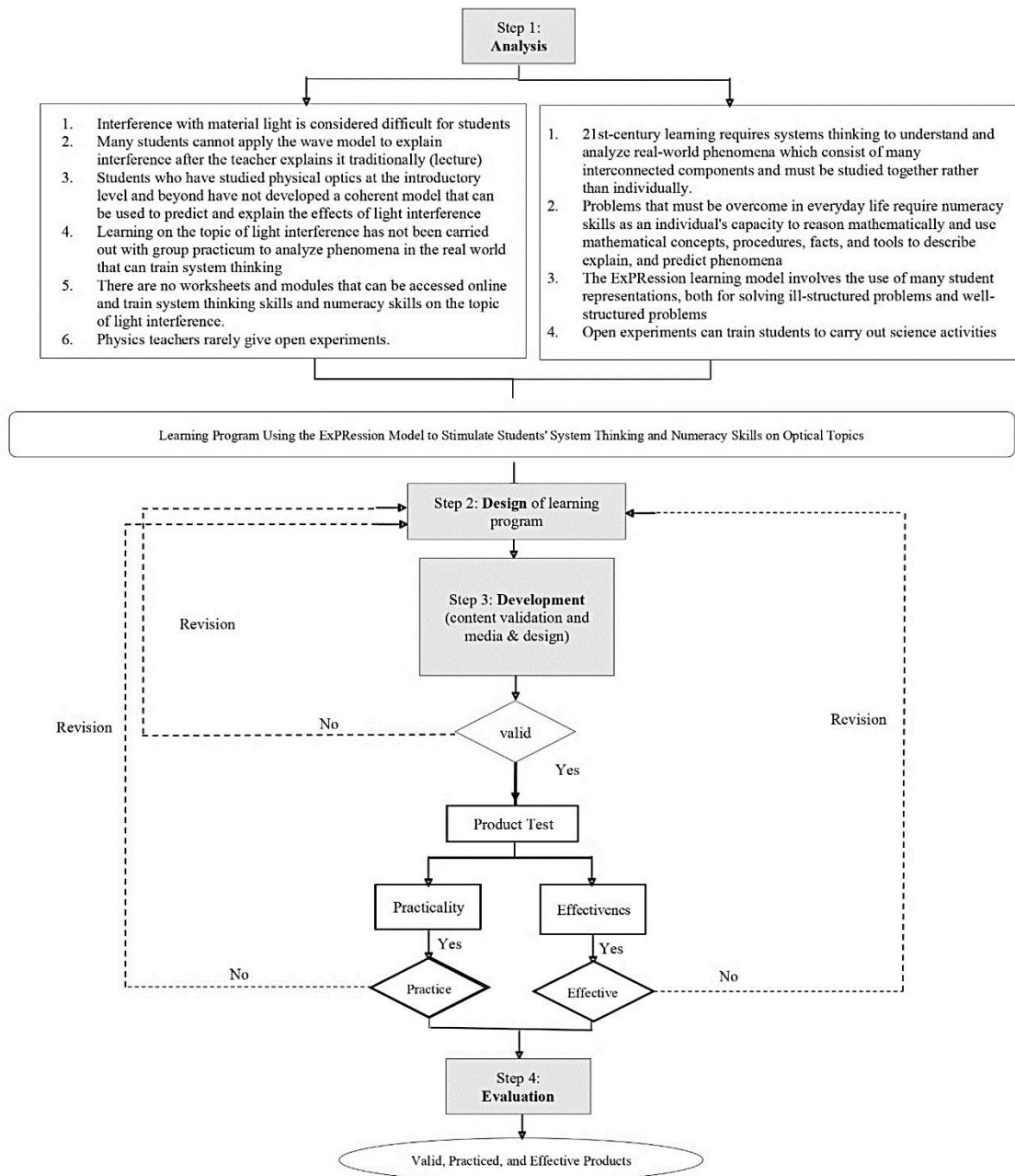


Figure 1. Research Flowchart

The development stage is the stage where the product is developed in a learning program using the ExPRession model to stimulate students' systems thinking and numeracy skills in the topic of light interference. The learning program in question includes syllabus, Learning Implementation Plan (LIP), e-Worksheets, and e-Handouts. The learning programs that have been made are then validated, tested for effectiveness, and tested for practicality, but this article is only focused on product validation. The validation consisted of content and media validation as well as design validation which was carried out by three validators. Subjects in this validation study were determined purposively according to the criteria that must be met based on the research topic. The sample of this study were three experts (validators) who were selected based on their educational background in the field of physics education, including one lecturer in physics master's education, one physics education practitioner, and one high school physics teacher who had completed the master's program. The object of this research is a learning program using the ExPRession model with the characteristics of each syntax which contains activities to stimulate indicators of students' systems thinking and numeracy abilities in physics learning, especially light interference.

Validity data in this study were collected using instruments in the form of content validation scales for syllabus, lesson plans, e-worksheets and e-handouts, as well as media and design validation for e-worksheets and e-handouts. All of these scale instruments were given to 3 experts accompanied by demonstrations of learning programs using the ExPReSSion model. The three experts assessed the program by giving a score for each aspect. The scoring options can be seen in Table 1.

Table 1. Likert Scale in the Validation Questionnaire

Answer Choices	Score
Very Valid	4
Valid	3
Less Valid	2
Invalid	1

The scores collected were then analyzed using mixed methods covering the qualitative and quantitative ones. The data analysis technique was carried out through percentage analysis, then the percentage weights obtained were converted to the criteria in Table 2. The product developed is said to be valid if it reaches the score determined by the researcher, which is at least 60% with sufficiently valid criteria.

Table 2. Validity Percentage Weight Conversion

Percentage	Criteria
0.00%-20%	Inalid
20.1%-40%	Less Valid
40.1%-60%	Enough
60.1%-80%	Valid
80.1%-100%	Very Valid

Results and Discussion

Results

This study produced a learning program using the ExPReSSion model, valid to stimulate students' system thinking and numeracy skills on light interference. The resulting learning program includes a syllabus, lesson plans, e-Worksheet, and e-Handout shown in Figure 2. The validation results were obtained from the assessment carried out by three experts. Then the average score was converted into percentage form as a result of quantitative data, then categorized in qualitative form. The detailed validation results are shown in Table 3, Table 4, Table 5, Table 6, and overall in Table 7.

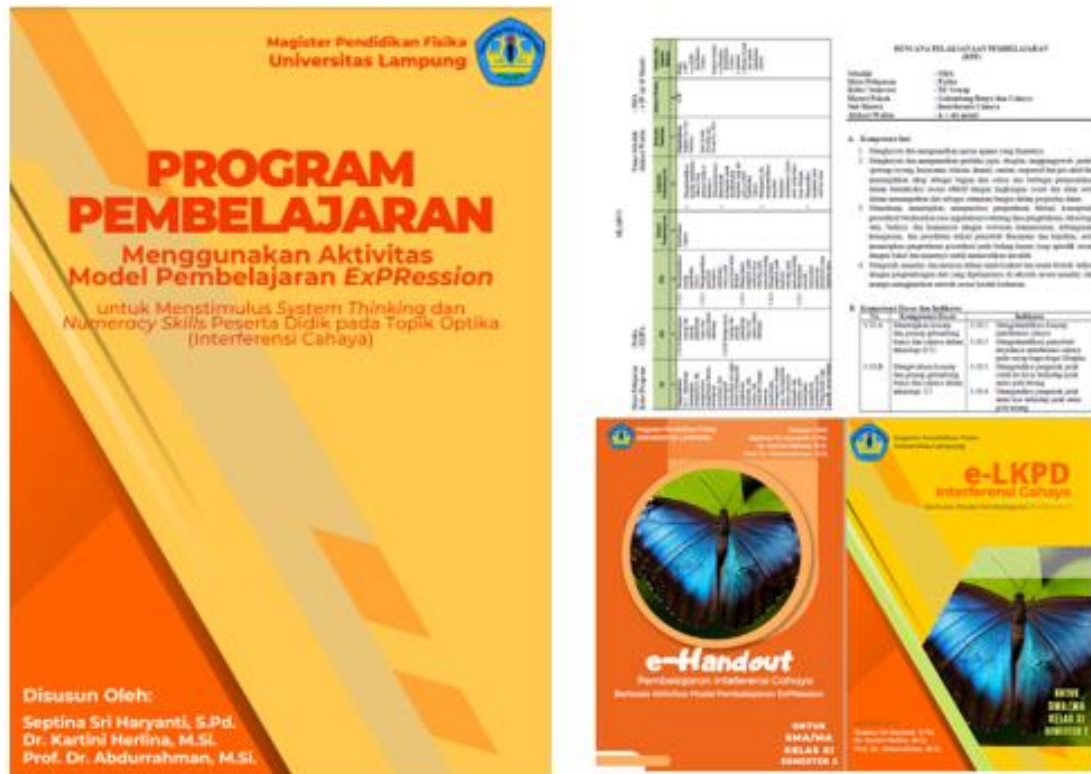


Figure 2. Display of Learning Program Cover Page

Table 3. Validation Results from 3 Validators Against the Syllabus

No.	Rated aspect	Average Score	Percentage Validity (%)
1	There are syllabus components	12.0	100.0
2	Learning materials by essential competencies	11.0	91.7
3	GPA (Competency Achievement Indicator) is developed based on the Basic Competencies to be achieved	11.0	91.7
4	Learning activities direct students to find concepts and solve problems and allow for interaction between students	10.0	83.3
5	Learning presents real problems that exist in the environment	11.0	91.7
6	Using three or more learning methods	9.0	75.0
7	Using more than two learning media	12.0	100.0
8	Learning activities encourage student activity	10.0	83.3
9	Allocation of time is appropriate for the attainment of essential competencies	10.0	83.3
10	Using various learning resources	11.0	91.7
11	Assessment includes the realm of knowledge and skills	12.0	100.0
12	Assessment takes into account assignments during learning	11.0	91.7
13	The assessment includes the aspects being measured and measurement techniques	10.0	83.3
Average Percentage of Syllabus Validity		10,8	89.7
Criteria			Very Valid

Table 4. Validation Results from 3 Validators on LIP

No.	Rated aspect	Average Score	Percentage Validity (%)
1	LIP identity	12.00	100.0
2	Main Components of LIP	12.0	100.0
3	Formulation of core competencies, basic competencies, competency achievement indicators	11,3	94.4
4	Formulation of Learning Objectives	10.5	87.5
5	Learning materials	10,8	89.6
6	Learning methods	10,8	90.0
7	Media and Learning Resources	11,3	93.8
8	Learning Steps	10.5	87.5
9	Assessment of Learning Outcomes	10,4	86.9
Average Percentage Validity of LIP		11,1	92,2
Criteria			Very Valid

Table 3 shows the results of the syllabus validation, which consists of 13 assessment aspects related to the components of the syllabus, starting from the indicator aspect to the learning assessment. This aspect gets an average score of 89,7% with very high validity criteria. The results of the validation were then carried out on the LIP described in Table 4, showing that there were nine assessment aspects related to the components in the LIP, starting from the identity aspect to the assessment of learning outcomes. An average score was obtained and converted into a percentage of 92,2% with very valid criteria.

Table 5. Validation Results from 3 Validators for e-worksheets

No.	Rated aspect	Average Score	Percentage Validity (%)	Average Percentage Validity (%)
Content Validation				
1	Steps for Presenting e-worksheets	10.5	87.5	
2	Content	11,7	97.2	
3	Eligibility	10.5	87.5	
4	Aspects	12.0	100.0	
5	Instructional and Accompaniment Impact	11.0	91.7	
6	straightforward	12.0	100.0	
7	Communicative	11.0	91.7	
8	Dialogic and Interactive	11.0	91.7	92.6
9	Compatibility with the Aspects of Language	11.0	91.7	
10	Feasibility	10.5	87.5	
11	Consistency and Integration of Thought Flow	11.0	91.7	
	Use of Terms, Symbols, or Icons	11.0	91.7	
Media and Design Validation				
1	Cover section	11.8	98.1	95.7
2	Contents Section	11.2	93.3	
Average Percentage Validity of e-worksheets				94.08
Criteria				Very Valid

Table 5 shows the results of e-worksheets validation, including content validation and media and design validation. Content validation consisted of content and language feasibility aspects, with an average validity percentage of 92,6%. In comparison, media and design validation consisting of aspects

of the cover section and content section obtained an average validity percentage of 95,7%. These results were then averaged and obtained a percentage of 94,08% with very valid criteria.

Table 6. Validation Results from 3 Validators on e-Handout

No.	Rated aspect	Average Score	Percentage Validity (%)	Average
Content Validation				
1	Step e-Handout	10.5	87.5	
2	Content	9,8	81.3	
3	Eligibility	9.0	75.0	
4	Aspects	10.5	87.5	
5	Instructional and Accompaniment Impact	9,3	77,8	
6	straightforward	11,7	97.2	
7	Communicative	11.0	91.7	89.2
8	Dialogic and Interactive	11.0	91.7	
9	Aspects of Language	12.0	100.0	
10	Feasibility			
	Level of Students			
	Consistency and Integration of Thought Flow	11.0	91.7	
11	Use of Terms, Symbols, or Icons	12.0	100.0	
Media and Design Validation				
1	Cover section	11.8	97.1	87.5
2	Contents Section	11.2	83.3	
Average Percentage Validity of e-Handout				88.35
Criteria				Very valid

Table 6 shows the results of e-Handout validation, including content validation and media and design validation. Content validation consisted of aspects of content feasibility and language feasibility with an average percentage of validity of 89,2%, while media and design validation consisting of aspects of the cover section and content section obtained an average percentage of validity of 87,5%. These two results were then averaged and obtained a percentage of 88,35% with very valid criteria.

The validation results of all the learning components that have been described, then the overall average is calculated, and a percentage of 91,1% is obtained with very high validity criteria as shown in Table 7. These results indicate that the learning program uses the ExPRession model in the very valid category of stimulating system thinking and students' numeracy skills on the topic of light interference.

Table 7. Results of Learning Program Validation Using the ExPRession Model

No.	Rated aspect	Percentage Validity (%)
1	Syllabus	89.7
2	LIP	92,2
3	e-worksheets	94,1
4	e-Handouts	88.4
Average Percentage Validity (Learning Program Validity)		91.1
Criteria		Very Valid

Discussion

Product validity was obtained from validation results by three experts (validators): one lecturer in the Masters of Physics Education, one education practitioner, and one high school physics teacher who had completed his master's program. The validity of the syllabus and lesson plans shown in Table 3 and Table 4 shows a percentage weight of 89.7% and 92.2% respectively with very valid criteria. These criteria are obtained because the syllabus and lesson plans developed include competency standards, basic competencies, learning materials, learning activities, competency achievement indicators, assessments, time allocation, and learning resources.

Core Competencies and Basic Competencies function to develop the potential that exists in students, as well as learning material in Basic Competencies, to give meaning to the Basic Competencies that are formulated (Fahrurrozi & Mohzana, 2020). Competency Achievement Indicators are formulated with Operational Verbs sequentially from low to high cognitive or psychomotor level. The learning activities contained in the syllabus and lesson plans encourage students to be active because they are directed to find the concept of light interference from phenomena presented in the form of images of Morpho butterfly wings, as well as graphs and results of light interference experiments. Students can solve problems and allow for interaction among students according to the characteristics of learning Physics (Calmer, 2019; Furtak & Penuel, 2019; Geller et al., 2018). This problem is presented realistically related to the surrounding environment so that it can motivate students to seek various information in solving these problems (Novitra et al., 2021).

The advanced syllabus and lesson plans show that learning is carried out using experiments, questions and answers, and discussions which are part of effective and efficient methods in learning physics (Sommerauer & Müller, 2014; Touchton, 2015). The learning process described in the lesson plan contains activities by the stages of the ExPRession learning model, namely orientation, expression, investigation, evaluation, and generalization (Herlina, 2020). These learning activities are then carried out by an assessment that can measure competence formation (Fahrurrozi & Mohzana, 2020).

The next validity is e-Worksheet and e-Handout as multimedia-based teaching materials, both in content and media and design. As shown in Table 5 and Table 6, the average percentage weight is obtained, 94,1% and 88,4%, with very valid criteria. Content validity was viewed from the aspect of content feasibility and language feasibility, both of which were categorized very well. In terms of content feasibility, the validity of e-Worksheet and e-Handout can be seen in terms of presentation steps, social systems, reaction principles, support systems, and instructional and accompaniment impacts. Furthermore, from the aspect of language feasibility, it shows that the language used is straightforward, communicative, dialogic, and interactive, according to the level of development of students, presents stages of learning that are coherent and consistent in the use of terms, symbols, and icons. The eligibility of the content and the feasibility of the language in the e-Worksheet and e-Handout meet the criteria for good physics teaching materials, namely accurate in quoting and presenting theory, appropriate between competence and content coverage, communicative, complete and systematic, student-oriented, using language rules correct, and has good readability (Sinaga, 2019; Wang et al., 2018).

The validation of e-Worksheet and e-Handout is also reviewed regarding media and design in the cover and content sections. The cover section of e-Worksheet and e-Handout has a center of view, the balance of composition and size of layout elements, alignment of cover design, alignment of title color with background, and combination of fonts in a very good category. The illustrations presented in the e-Worksheet and e-Handout can describe the content/material and have shapes, sizes, colors, and illustrated proportional objects by reality. Furthermore, the contents, the placement of the title, and layout elements are consistent, the print area and margins are proportional, the suitability of the shape, color, and size of the layout elements is good, and has elements of page numbers, illustrations, and descriptions of images, uses a combination of fonts, letters ornamental/decorative, and a good variety of letters. This is a teacher's innovation to attract students' interest and motivate students to learn because the media presented is not only in the form of words or text but consists of words or text, pictures, animations, and videos (Collins, 2002; Mayer, 1999).

Overall, the validation results for learning programs using the ExPRession model obtain a percentage weight of 91,1% with very valid criteria, as shown in Table 7. The criteria obtained show that learning programs using the ExPRession model meet the criteria for valid learning programs. This means that this learning program has material components that are the basis for up-to-date knowledge. All components are appropriate and consistently interrelated (Plomp & Nieveen, 2010). Thus the product can be tested to measure its effectiveness and practicality in learning Physics.

Conclusion

Based on the results of the research data analysis that has been done, it can be concluded that the learning program using the ExPReSSion model is very valid for stimulating students' system thinking and numeracy skills. This is because content validity shows that the learning program using the ExPReSSion model can be applied in learning Physics in Senior High School Class XI Even Semester on Optics (Light Interference) to stimulate students' system thinking and numeracy skills. Furthermore, teaching materials as part of this learning program in terms of media and design validity are very interactive or multimedia-based so that they can be innovations that attract interest and motivate students to learn.

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