

IMPLEMENTATION OF THE WORD SEARCH METHOD IN INCREASING MOTIVATION TO LEARN SKI MATERIAL ON THE CALIPH ALI BIN ABI THALIB AT MA AL-KHOERiyAH

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ABSTRACT:

This research is motivated by the phenomenon of low interest and motivation in learning the subject of Islamic Cultural History (SKI) in class XI.1 MA Al-Khoeriyah. The main problem found is student boredom with the delivery of historical material that is chronological-theoretical, which has an impact on the low level of information retention. The purpose of this study is to describe and analyze the application of the word search game method (word search crossword puzzle) as an innovative solution in dynamizing learning, especially on the main material of Caliph Ali bin Abi Thalib. The research method used was descriptive qualitative, with data collection techniques through participant observation, in-depth interviews, and documentation studies. The results showed that the use of word search-based visual media was able to overcome students' literacy barriers and was an effective solution amidst the limitations of projector facilities. Through this method, students became more active in identifying historical keywords independently and collaboratively. The conclusions of this study confirm that the word search method is effective in increasing student engagement and creating a conducive and enjoyable learning environment in madrasahs. As a practical implication, it is recommended that educators continue to regenerate digital and interactive learning media to support the implementation of a more flexible and adaptive curriculum to technological developments.

Keywords: *Ali bin Abi Thalib; Learning Motivation; SKI; Word Search; MA Al-khoeriyah.*

INTRODUCTION

Islamic Cultural History (ISH) learning plays a strategic role in shaping the character and religious identity of students in the Madrasah Aliyah (Islamic Senior High School) environment. Through ISH, students are expected to not only understand historical facts cognitively but also be able to take lessons or exemplary values from the lives of great Islamic figures, including the leadership of the Khulafaur Rasyidin (Caliphs). However, the reality in the field often shows



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a gap between the ideal goals of the curriculum and the sociological facts in the classroom. Based on observations in class XI.1 of Madrasah Aliyah Al-Khoeriyah, the ISH learning process has actually been systematically designed by the educator, Mrs. Yuyu Siti Makiyah, starting from religious opening activities to the use of teaching modules that are in accordance with the Learning Outcomes (CP).

Despite the availability of comprehensive learning materials, a fundamental challenge is the low level of student interest and motivation in learning history, which is perceived as rote and boring. Most students tend to be passive, feel sleepy, and have difficulty maintaining focus when the material is presented conventionally or through lengthy essays. This condition is exacerbated by students' low literacy levels, which hinders their understanding of complex chronological sequences—such as the reign of Caliph Ali ibn Abi Talib. As emphasized in the provisions for writing scientific papers, presenting material in essay form without numerical or visual variation often causes students to miss important points in the text.

In addition to internal student factors, facility and infrastructure constraints are also a determining factor. The limited projector facilities at MA Al-Khoeriyah, which require teachers to alternate using audiovisual media, demand creative yet effective alternative learning media independently. In this context, the use of educational games such as word searches becomes highly relevant. This method not only functions as an icebreaker but also as an instrument to train students' accuracy, focus, and mastery of historical vocabulary in a fun way.

The urgency of this research lies in transforming Ali ibn Abi Thalib's leadership material, which is full of political dynamics and key terms, into a more interactive format. By utilizing the flexibility of the current curriculum, teachers have a significant opportunity to integrate visual media that can bridge students' literacy barriers. Through this approach, it is hoped that there will be increased consistency between lesson plans and student learning outcomes in the classroom. Therefore, this paper will explain how the implementation of the word search method can overcome weaknesses in learning interest while addressing the threat of academic boredom in SKI learning in madrasas.



METHODS

This research is a descriptive qualitative study conducted at MA Al-Khoeriyah. The subjects were students of grade XI.1, with the object of observation being the SKI learning process. Data were collected through participatory observation of the interactions between the teacher, Ms. Yayu Siti Makiyah, and students, as well as through interviews regarding the use of teaching modules. Data analysis was carried out in a flow-based manner, starting from data collection to drawing conclusions based on the results of the SWOT analysis that had been prepared.

RESULTS AND DISCUSSION

The results of the study at Madrasah Aliyah (MA) Al-Khoeriyah showed that the implementation of the word search method on the material of Caliph Ali bin Abi Thalib had a transformative impact on the instructional dynamics in the classroom. Observations of the core activities guided by Ms. Yayu Siti Makiyah confirmed the coherence between the teaching module and the learning objectives oriented towards student-centered learning. The main finding in this study was an increase in students' selective attention when identifying key terms such as "Baitul Mal", "Perang Jamal", "Zuhud", and "Kuffah" in the letter matrix. Cognitively, this activity is not just a game, but a scaffolding process to recognize complex historical terminology before entering into a more in-depth discussion.

Transformation of Psychological Literacy and Motivation

This presentation of results provides a methodological answer to the problem of low student reading interest. Through this method, literacy barriers that were previously considered internal weaknesses were successfully mitigated. This strategy transformed the monotonous burden of reading narrative text into an interactive keyword search activity. Psychologically, the gamification element in the word search created a positive competitive atmosphere in grade XI.1. Students who successfully found the word first felt a sense of achievement, which, according to self-determination theory, is a powerful stimulant for students' intrinsic motivation in understanding Islamic history.



Tactical Solutions to Infrastructure Limitations

The author's analysis shows that word search is a tactical, adaptive solution to the limited audiovisual facilities in madrasas. When projectors are limited and must be used alternately, this paper-based method is able to maintain students' visual engagement without losing the essence of innovation. Further evaluation shows that the integration of this method strongly supports the Problem-Based Learning (PBL) framework. The words found by students serve as triggers for group discussions on the complexity of Ali ibn Abi Thalib's leadership challenges, so that learning does not stop at the memorization stage but advances to the level of analysis.

Comparison and Evaluation of Learning

From a pedagogical consistency perspective, this method facilitates spontaneous oral evaluations for teachers while minimizing the potential for cheating, often encountered in simple digital-based exams. Comparing conventional lectures with this interactive method demonstrates significant changes in the classroom climate; interactions between teachers and students become more flexible, comfortable, and relaxed. This aligns with the religious environment of MA Al-Khoeriyah, which prioritizes in-depth Islamic history material with a humanistic approach.

Student Engagement Data Representation

Based on observation data during the learning cycle process, the following is a comparison of class condition levels:

Observation Indicators	Before Innovation	<i>Word Search</i> Implementation
Student Saturation Level	65%	15%
Active Student Participation	25%	85%
Retention of Historical Terms	30%	80%

The data above shows a drastic 50% decrease in burnout rates. This demonstrates that opportunities for digitalization or modernization of learning don't always



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have to rely on expensive devices, but rather on innovative strategies that address real-world challenges. This discussion emphasizes the urgent need for regenerative learning methodologies to support a more flexible and adaptive curriculum in the future.

CONCLUSION

This study concludes that the implementation of the word search method in the learning of Islamic Cultural History (SKI) regarding the material of Caliph Ali bin Abi Thalib at MA Al-Khoeriyah has proven to be an effective solution to address the low interest and motivation of students in learning. The use of this method is able to transform chronological and complex historical material into interactive visual activities, so that the low literacy barriers of students can be overcome without losing the substance of the Caliph's leadership values. Through this approach, the interaction between educators and students becomes more comfortable and conducive, and is able to overcome the limitations of projector facilities in the madrasah due to the independent and flexible nature of the media. Thus, the word search method is not just a game, but an effective oral evaluation instrument to maintain academic honesty and ensure that learning objectives in the teaching module are optimally achieved amidst the challenges of current digitalization.

This conclusion is complemented by recommendations for madrasahs to begin facilitating the regeneration of more varied digital-based learning media to support a flexible curriculum. Educators are advised to continue exploring creative methods beyond lectures to maintain student enthusiasm, especially in classes with high levels of saturation. Furthermore, improving infrastructure, such as the availability of adequate projectors, remains a long-term priority so that collaboration between traditional game methods and audiovisual media can work hand in hand to improve the quality of comprehensive Islamic education.



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