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INVENTION AND INNOVATION EXHIBITION

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INVENTION AND INNOVATION EXHIBITION (I-JaMCSIIIX) 2023

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KIT PRO-TAJ (Professional Tajwid)

Shahrul Amier ¹

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Abstract— Kit Pro-Taj (Professional tajwid) dicipta adalah untuk memudahkan para guru dalam proses Pengajaran dan Pembelajaran (PdP) dimana guru boleh menggunakan inovasi tersebut sebagai Alat Bantu Mengajar di dalam kelas. Tujuan inovasi ini dihasilkan untuk mewujudkan pembelajaran yang lebih bersifat aktif, dinamik dan menyeronokkan. Konsep penggunaan inovasi ini adalah menyerupai pengajaran harian guru menggunakan Power Point tetapi diubah dari segi penggunaan unsur-unsur gamifikasi supaya kit ini menjadi lebih menarik. Hal ini kerana, murid melihat bahawa mata pelajaran tajwid sukar untuk diingati dan difahami. Mereka juga tidak minat untuk mempelajari hukum tajwid yang asas perlu dipelajari walhal tuntutan mempelajari hukum tajwid adalah fardhu ain bagi setiap muslim supaya dapat diaplikasikan di dalam bacaan Al-Quran dan Iqra’.

Inovasi digital berbentuk slaid interaktif yang menggunakan perisian Microsoft Powerpoint sebagai platform utama. Inovasi ini merupakan satu permainan digital yang dibina menggunakan perisian powerpoint yang terdiri daripadanya 3 elemen utama iaitu melalui kaedah permainan, ilustrasi animasi kartun dan juga nyanyian. Fokus tajuk bagi kit ini ialah berkaitan mata pelajaran Pendidikan Islam bidang al-Quran di bawah topik hukum nun sakinah dan tanwin. Kandungan pembelajaran ini selaras dengan tuntutan Dokumen Standard Kurikulum Pentaksiran Pendidikan Islam Tahun 5 (Bahagian Pembangunan Kurikulum, 2017). Penggunaan bahan seperti animasi atau grafik juga tidak lari dari dimuatkan ke dalam slide persembahan Power Point. Animasi ini biasanya digunakan untuk memberi gambaran pergerakan sesuatu objek. Penggunaan animasi dalam pengajaran guru dikatakan akan mampu menghasilkan kelainan dalam proses PdP kerana ianya bukan sahaja dapat menarik perhatian dan fokus murid untuk mengikuti pengajaran guru malahan membawa kepada persembahan pengajaran yang dinamik dan tidak statik.

Keywords— *smart tajwid, hukum tajwid, pembelajaran berasaskan permainan*



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