

# THE USE OF THE VCT MODEL IN PKN LESSONS TO DEVELOP DIGITAL LITERACY IN STUDENTS

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## Abstract

*The purpose of writing this article is to see the use of the values clarification technique (VCT) model by Civics teachers to develop digital literacy as an effort to foster and develop a culture of digital literacy to students, so that digital ethics are formed in the use of digital media and the internet. The writing of this scientific work is presented using the method of literature study. Through scientific journals and the conclusion, PPKn teachers have a strategic role in shaping and developing digital literacy in students as young citizens. Through the VCT (value clarification tehniqe) learning model. This scientific research work is made on the problems that occur due to the rapid advancement of technology today so that it results in deviant behavior in children and adolescents at this time such as bullying, the spread of hoax information, fraud, defamation on social media such as Facebook, intagram and the latest application currently tiktok etc. Not only that, the problems that afflict many young people today but the problem of online prostitution and online gambling is rampant among young people today. Civics is a subject that aims to shape and develop the younger generation to have character based on Pancasila values, digital literacy (digital literacy) character and stick to the nation's identity*

Keywords: VCT model, Civics, developing digital literacy, learners

## Preliminary

Indonesia is famous not only for its natural beauty, but also for its hospitality and morality. Indonesians are very religious, and they are known as the most religious people in the world with the Philippines. This is supported by the release of the results of the 2020 media survey from the Pew Research Center (PRC). According to

the results of the research, Indonesians (96%) feel that believing in God is directly linked to morality. Religion (98%), prayer (96%), and God (98%) are all important in their lives. Until now, the Indonesian people's religiosity has been unquestionable. Indonesia is also founded on religion (religion), Belief in One God, therefore it is normal that religious values are imbedded in

every joint of the nation, area, government, and notably its people, so it is natural that Indonesia is known by foreign tourists as a country with kind people and a rich culture

Along with the periods when science and technology bring certain changes in people's life, Asmani (2011: 113) asserts that individuals who are technology literate will be able to pick, design, develop, and utilise the products of technological engineering. People appear to be becoming comfortable with technical items that bring ease in many areas of life, according to President Jokowi, who stated that the fast advances in the usage of information technology today must be supported by high moral standards. Because the advancement of information technology introduces new problems to society's and the world's morals.

The extensive use of the internet and digital media among children and adolescents, as well as the convenience of internet access via mobile phones, has a harmful influence on Indonesian children and adolescents. Indonesian children and adolescents access the internet and use digital media with little parental supervision, so the lack of parental supervision of children's digital media use has a negative impact that leads to negative behavior, because not all information is spread through digital media and the internet.

According to the findings of the Kominfo study, digital media consumption has become an inseparable element of the everyday lives of Indonesian children and adolescents. The use of inappropriate digital media and internet access by Indonesian children and adolescents, as well as a lack of parental supervision, can have a detrimental influence on teenage behavior. The

emergence of juvenile delinquency as a result of information obtained through digital media and the internet that is not appropriate for consumption by children and adolescents will encourage the emergence of deviant behavior in children and adolescents such as acts of bullying (bullying), a culture of insulting and cursing which is frequently done through internet media, particularly social media such as Facebook, Instagram, and recently, tiktok. Plagiarism acts against someone's work, free sex behavior as a result of opening bad information without parental supervision. According to the Civility, Safety, and Interaction Online February 2021 5th edition, Indonesia has lately been in the limelight as a result of a poll performed by Microsoft through the Digital Civility Index (DCI). Indonesia is rated 29th with a DCI score of 76, indicating that the degree of civility (civility) among Indonesian netizens is significantly lower than that of Singapore and Taiwan. The civility referred to in this report is related to cyberspace and social media application behavior, including the risk of spreading false news or hoaxes, hate speech or hate speech, discrimination, misogyny, cyberbullying, trolling, or deliberate actions to provoke anger, micro-aggression or acts of harassment against marginalized groups (certain ethnic or religious groups, women, disabled groups, LGBT groups, and others) to fraud, doxing, or collection.

Efforts that can be taken, one of which is education, to mitigate the detrimental influence of digital media and the internet on Indonesian children and adolescents. Education is a highly significant human requirement that is carried out purposefully and planned in order to prepare the quality of human existence that is helpful for the country and state's

building. Education is the process of developing all parts of the human personality, including information, attitudes, and conduct, as well as skills, one of which is achieved through Civics classes in school. Teachers may help students improve and strengthen their digital literacy by using Civics. This involves expanding knowledge and abilities, as well as creating awareness about the use of digital media and the internet. As a result, digital ethics.

## **Methods**

This article is a written concept created by tracking facts and information from the literature. The findings of the literature search are then explained in conversation with pertinent situations. To achieve depth of study, the discussion of this article will be provided in multiple sub-chapters.

## **Results and Discussion**

### **Digital literacy**

Digital literacy is one of several sorts of literacy breakthroughs that result from technological discoveries and innovations. According to (Safitri et al., 2020), digital literacy is a person's capacity to comprehend digital material. The majority of people believe that literacy is just the ability to read and write. Literacy was originally defined as the capacity to utilize language and video in many forms to read, write, listen, talk, observe, express, and critically reflect on ideas. Subsequent research indicates that literacy is linked to settings and social applications. People may be smarter in their use and access to technology with the current use of digital literacy. According to (Sumiati & Wijonarko, 2020), the following are the advantages of using digital literacy:

- 1) Individual insight grows when doing activities to find and understand information.
- 2) Individual skills to think and understand information more critically grow.
- 3) Individual verbal abilities grow.
- 4) Individual concentration and focus grow.
- 5) Individual proficiency in reading and writing information grows.

According to Alkalai (2004), digital literacy is more than just the capacity to utilize software or control digital devices; it also involves a wide variety of sophisticated cognitive, physical, social, and emotional abilities that users require in order to perform effectively in an environment. digital. This context involves developing knowledge through nonlinear, hypertextual navigation, evaluating the quality and validity of information, and having a mature and realistic comprehension of the cyberspace rules. Digital ethics must be established in pupils as part of digital literacy students must have ethics and a responsible character in online communities to prevent acts that have a detrimental influence on both conventional and online communities (such as piracy).

### **Digital citizenship**

With the rising usage of fast-moving information technology that has the potential to be abused, such as propagating fake news, generating bad material, and other cyber crimes, rules to govern, develop, and control citizens' behavior in utilizing digital and internet media are required. The policy takes the form of establishing digital citizenship. Choi (2016) proposes digital citizenship (digital citizenship) as an ethical concept. In terms of ethics, digital citizenship relates to how to use the internet correctly, securely, ethically, and responsibly. Citizenship is

described as the status of belonging to a certain social, political, or national community. While citizenship comes with certain rights and obligations, how those rights and responsibilities are defined changes throughout time and in different communities.

Digital citizenship must be fulfilled within the context of Indonesia as a multicultural country. People who are digitally literate or have digital literacy abilities exhibit the traits of digital citizenship. It is critical for educational institutions to establish and cultivate digital literacy traits in their students. Cybercrime, opening porn sites, catching bogus news that might cause national disintegration, insults in cyberspace, and other deviant behaviors can be avoided with digital literacy. Digital literacy (digital literacy) is a quality of digital citizenship in which persons not only master the use of digital media and the internet, but also have digital ethics, think critically, are responsible, and know and respect applicable rules.

### **The use of the VCT model in Civics learning to develop digital literacy in students**

Teachers and PPKn play a vital role in the realization of digital citizenship. Civics instructors may prepare students to be responsible, knowledgeable, and engaged digital citizens at the local, national, and global levels. Civics instructors play a significant role in imparting and developing students' digital literacy abilities through Civics curricula. PPKn instructors may incorporate digital literacy abilities into all KD (Basic Competencies) Civics topics, particularly for the middle class, namely SMP and SMA. Civics being a topic that

comprises values and aspires to produce citizens with character, Civics teachers must identify and employ suitable learning methodologies to optimize and ideally carry out the internalization of students' digital literacy abilities, so that digital citizenship may be fulfilled. PPKn instructors can utilize the Value Clarification Method learning model or value clarification technique to help students integrate digital literacy abilities.

Taniredja (2011: 88) claims that the purpose of adopting VCT is to, among other things, Knowing and measuring the amount of student awareness about a value so that it can be utilized to determine the target value to be achieved, (b) establishing student awareness about values possessed both positive and negative levels and traits to be further instilled in the direction of value improvement and achievement, (c) instilling specific values in students through regional (logical) ways that are accepted by students, so that in the end these values will become belonging to students as a process of moral awareness, not a moral obligation, (d) educating pupils on accepting, analyzing their own value and the value position of others, accepting, and making judgments based on their own value.

According to Djahiri (1985), VCT is particularly helpful in helping pupils absorb values. VCT has the following advantages: 1) VCT can instill and develop moral values in students; 2) VCT allows students to clarify and explore more information from learning materials, allowing teachers to explain moral values in greater detail; and 3) teachers who use learning models can clarify and evaluate the quality of their students' moral values. 4) VCT encourages, involves, and guides students to develop potential,

particularly those related to potential student behavior; 5) allows teachers and students to take lessons from one's life; and 6) enables teachers and students to avoid, eliminate unnecessary intervention of values, and incorporate various moral values into the value system and become value system experts.

## **Conclusion**

The fast growth of technology at this time is driving individuals to be technologically literate, which is generating a moral fall in pupils as a result of the usage of digital media on students, particularly children and teenagers. The necessity for learning to be renewed, one of which is the use of value clarification approaches in learning to increase students' comprehension of digital literacy. The use of the value clarification approach not only helps students to get a comprehension of the topic, but it is also directly practiced in learning, making it simpler for students to understand. This value clarification approach is appropriate for use in Civics learning to develop young people who understand digital literacy, and it is hoped that this VCT will be used in the future.

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