ABSTRACT

DESIGNING A PROTOTYPE OF ENGLISH LANGUAGE LEARNING APPLICATION USING HOLISTIC CURRICULUM WITH WATERFALL METHOD

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One of the government's ways to improve students' ability to speak English is to introduce English early, starting from elementary school. The implementation of English language learning has not produced maximum results, because there are problems experienced in learning. One of these problems is the teaching methods and strategies by teachers that are not in accordance with student development. The problem is related to the curriculum used. One of the curricula used today is the Holistic curriculum. This holistic curriculum learning process concerns children's knowledge of good morals and which ones are wrong by centering on the formation of children's personalities by optimizing the potential possessed by children. Based on interviews with teachers who use the holistic curriculum there are problems by showing the need for applications to help learning such as how to find ideas for activities to be taught, as well as providing media for making media in designing activities, reports, and assessments in learning. In this study, the application was developed using the waterfall method and tested using the blackbox method. In the test results using 18 test scenarios get 100% successful function results.

Keyword: Dart, Flutter, holistic, waterfall, blackbox