ABSTRACT

Advances in information technology are increasingly rapidly used in various fields. One of them is the school library. The school library is a place to store information and reference sources for students in improving general knowledge. In borrowing and returning books by students at SDN Sidaurip 03 Binangun, they still use a manual system so that services are often less accurate. To overcome the problems that occur, a computerized library information system is needed so that the services provided can be more effective, fast and accurate. By utilizing QR CODE technology as the main component where QR CODE contains the identity of each student. The existence of social media can be a good means of information for various parties. This is also used by SDN Sidaurip 03 Binangun by creating and managing social media accounts, especially Facebook and Instagram as a means of information and promotion. Technology is the result of the development of science, which occurs in the world of education. Therefore, education itself should also use technology to assist the implementation of learning. Learning media can use technology in the form of computers to assist in learning. Learning through Microsoft Word, Email, and Google Meet can be used as tools that facilitate the learning process and can be accessed anywhere and anytime. One of the programs to increase knowledge in the field of technology is the existence of IT extracurricular activities aimed at grade 4 and grade 5 students. The IT extracurricular activities conducted for students are Microsoft Word, Email, and Google Meet.

Keywords: Library Administration, QR CODE, Social Media, IT Extracurricular.