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Entrepreneurship Education Model in Development of Creative Industries Skills Crafts Plastic Bag Recycling in Elementary School

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Abstract. The skill of creative industries in the development of a craft bag from recycled plastic. This research is effective in improving the skills of creative industries, the effectiveness of the application in the model of skill using Methods *Research and Development* (R & D), R & D method aims to (1) improve the quality of education.
(2) to validate the results of education, (3) Find new knowledge through "basic research", (4) improve educational practices. (Borg and Gall (1989 : 795-795). This effective entrepreneurship education models increase the skills of creativity of students in elementary school. Results of research skills creative handicraft Industry plastic bag recycling, and deserves to be developed in elementary school. This research has also been done by some earlier researchers on aspects of ability, profesioanal, social and personal skills are still common. The results of previous studies, with the topic, "Learning Skills Model-based Polytechnic Local Potential" the results of his work in the category of very valid based on the validation of test results by experts showed the average value of 3.50, the category of high, validity of the test results by practitioners learning device shows the value of 3.81 by category is very high, that mean deserves to be developed in elementary school (Natalia 2017). In addition it has been developed in support of increased knowledge about recycle management-based movement in the 3R (reduce, reuse, recycle) Muhammadiyah 4 Samarinda in East Kalimantan, Nadiroh (2018), According to the results of the previous research, the results of the analysis of the development of the creative industry of woven plastic bags, products made in the enhancement of entrepreneurship education values with changes the attitude of students through industry skills creative with a high value as paper creations. (Sukardi dkk, 2014).

1. Introduction

Based on the results of the research of Dharmawangsa (2015) number of middens Langsa within five years starting from the year 2008 up to the year 2012 has increased by 10% per year. Middens in 2012 more than 324 m2 /day, while the haulage of garbage just 22 percent of the total garbage. This condition will cause a decline of environmental quality. This research has also been conducted by researchers before, "Thinking Skills Creativity. with the topic, "Learning Skills Model-based Polytechnic Local Potential. The results of his research, learning the skills of

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Polytechnic in the category of "very valid", based on the validity of the test results by expert academics that shows the average value of 3.50. The validity test of learning devices by practitioners demonstrate the value of 3.8. With a high category (Natalia, dkk. (2017),

The handling of waste into craftshas been done frequently, but entrepreneurship education model in improving skills in elementary school there has never been done yet. Skills in the form of matting, the results of the performance of the student work in the form of handicraft products from recycled plastic bags developed in high grade. This research aims to find out how high the validation results of entrepreneurship education model experts and the effectiveness of the application of the model of craft skill creations of plaited plastic waste. And at the same time acquiring the skills and enhance the creativity of students in making the plastic matting, namely materials from existing waste in the school environment and surroundings, as well as to enhance the creative thinking skills so the product model the design creativity of weaving bag from recycled plastic can add insight into the making of creative skills can open new horizons in entrepreneurship education in elementary school. Entrepreneurship Education models in improving Skills in elementary school, which is one of the design of teaching and learning based on the curriculum of 2013 is the book used as a guide the student in carrying out learning in class that contains information about the model and learning entrepreneurship strategy which ismore to the content of creativity (lifeskill) used as a reference for the Organization of the learning process (Kemendikbud, 2014:43).

Based on the results of the research, "the development of the Learning Model to introduce Entrepreneurship Education on elementary schoolin high grade", the results of the findings of the development Model of planting values entrepreneurship through model entrepreneurship education on students in elementary school Alam Ungaran students have the ability to think logically, have confidence, cooperation and religious values, leadership, courage, independence risk, responsibility, and has a mental perseverance as well as capable of creating in the activity of weaving skills and results of production on sale in the form of *Marketing Day*. (Dwi Ampuni Agustina, 2017)

2. Method

This Research method is effective in improving the skills of creative craft industry bags from plastic recycle, the effectiveness of the application of the model of skill using methods of *Research and Developmen*t (R & D), where the method R & D aims to (1). Improve the quality of education. (2) to validate the results of education, (3). Find knowledge- new knowledge through "basic research", (4) improve educational practices. (Borg and Gall (1989:795-795). This effective entrepreneurship education models increase the skills of creativity of students in elementary school. This research aims to find out how high the validation results of entrepreneurship education model experts and the effectiveness of the application of the model of Creative Industries skills by using the methods of *Research and Development* (R & D), under

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development design models include the student Textbook, and skills of creative industries in the form of Woven from recycled plastic into useful products bags that are developed on a high grade in elementary school.

3. Result and Discussion

Based on the results of data analysis noted that development of entrepreneurial education model developed with the high validation feasible and effective for use in primary schools. While based on the results of the analysis of measurement model aspects of the craft of weaving creations Skills acquired for 82.40 percent, of the respondents 50 students, then can be interpreted after the given knowledge entrepreneurship education has more dominant attitude, shows a good attitude, very influential with the results of more skilled and effective skills, deserves to be developed in elementary school.

The results of the statistical analysis of measurement results description ability skills students can be in the measure of aspects, namely; (1) the knowledge entrepreneurship, (2) attitude, and (3) there is a change in Skills after learning.

Sampel Paired Statistic Corelations

The results of the measurement of the work of the grade 5 students A creative industries skills woven recycled plastic waste bag retrieved, (1) aspects of Knowledge entrepreneurship education amounted to 79.04 per cent, (2) aspects of 80.96, acquired for Attitude and Entrepreneurial Skills acquired for aspects of 82.40 percent, then can be interpreted after given a knowledge attitude has more dominant, then the results will be better skills in accordance with the level bar graph image above has increased the ramps. From the bar graph above the measurement results the work of the grade 5 students, acquired, B (1) aspects of Knowledge entrepreneurship education totaled 73.28 percent, (2) the aspect 78.72 acquired for Attitude, and aspects of the Entrepreneurial Skills acquired for 82.88 percent, then can be interpreted after given a knowledge attitude has more dominant, then the results will be better skills in accordance with the level bar graph image above has increased the ramps.

Recap of the measurements experiment class 5A by the number of respondents 25 persons obtained, (1) aspects of Knowledge entrepreneurship education amounted to 79.04 per cent, (2) Aspects of the Attitudes acquired for 80.96, and aspects of the Entrepreneurial Skills acquired for 82.40 percent, then can be interpreted after given a knowledge attitude has more active dominant on the results of better skills in accordance with levels completeness, then the completeness of classical category is very high.

The results of experimental measurements of class B with a number of respondents 25 persons obtained, (1) aspects of Knowledge entrepreneurship education totaled 73.28 percent, (2) Aspect 78.72 acquired for Attitude, and aspects of the Entrepreneurial Skills acquired for 82.88 percent, then can be interpreted after given a knowledge attitude has more dominant, then the results will be better skills in accordance in accordance with the level of completeness, then the

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very high category of classical completeness.

The results of the analysis of the experts and Practitioners

a. The results of statistical data input with the respondents 3 people and 4 people expert practitioners.
b. The results of the output of the statistical data Komperatif mean any difference before and after done done.
c. Result *t* test.
   Views on the following table describes the results of the test *t* Score *Pree-test* And Score *Post-Tes.* Explain the differences before doing the show *Mean* registration number of the practitioner 23.00 3 (three) persons, and having done a *Mean* of 36, there is increasing significantly.

Of the criteria described above , *tcount* greater than *ttabel* is -8,510 ≥ -3,182, so *Ho* be rejected while the *Ha* is acceptable, means there is a *significance* to the value of influence practitioners, where before the given knowledge entrepreneurship education by having given the skills of creative industries , there is a change in attitude of students.

As for the interpretation of the data can be seen from the significant value is 0,014 < 0,05 This. Means that different data, significantly, meaning that there is a meaningful change in attitude among practitioners of value before the given knowledge entrepreneurship education by having given the skills of creative industries. After treatment of the education model of entrepreneurship there is a meaningful change, then do post-test. As *pre-test*. *Post- test* is carried out using instrument *post-test*, to three aspects of the chosen kriterium, namely educational knowledge entrepreneurship, entrepreneurial attitude, entrepreneurial skills.

4. Conclusion

Based on the results of data analysis noted that development of entrepreneurial education model developed with the high validation feasible and effective for use in primary schools following the recapitulation of the following models:

Recap Of The Education Model Of Entrepreneurship In The Creative Industries Skills Made From Plastic Waste Into A Bag Products.

Instrument Test	Pre- Tes	Pos- test	Observation	Validasi Model oleh Ahli	Validasi Model oleh Praktisi
50	69	108	70	75	77

While based on the results of the analysis of measurement model aspects of the skills acquired for 82.40%, from the number of respondents 50 students, 3 (three) experts and 4 (four) practitioners, the advantages of developing entrepreneurship education models in elementary schools, are; (a) Students can cultivate students ' active participation in the process of learning skills, (b). Can develop mastery of material creativity skills students in solving environmental problems, (c). Train students in the development of model skill of creativity woven. (d) There is

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a change in attitude after the students produce work skills (e). The results of student's skills better and effective, then entrepreneurial education model deserves to be developed in elementary school.

Research Advice:
For School:

1) The development of entrepreneurship education model in primary schools is very necessary as local charge or subjects that are common, and become compulsory subjects, considering that this Indonesian nation is culturally

Paired Samples Statistics

		Mean	n	Std. Deviation	Std. Error Mean
Pair 1	Before	23.00	3	2.000	1.155
	After	36.00	3	1.000	.577

Different from the spirit of craft art, to keep the extinction in creation.

2) Curriculum development and educational entrepreneurship learning strategies should be emphasized in the mental attitude and ability of practice, the learning model that is not theory, so the students can produce a product with variations of model learning there needs to be change as motivation of students. Learning doesn't have to be in the classroom, because of the nature of entrepreneurship education learning, creative and innovative, the results of the achievements can be a real product.
3) Support is required from the education service district/city education entrepreneurship subjects against the spesial as common subjects, as an increase in knowledge and skills in fostering students ' creativity in the soul work. Bring up the business ideas of the students started early, beginning with the coding.

For Teachers

Teachers as teachers can develop ideas students through skill, with a fun learning model, both in the classroom and outside the classroom. For the more motivated students in learning skills, preferably held survey market, or to place the site survey of creative industry, students are provided learning outside the classroom to sharpen and get to know the culture that exists in Indonesia, directly able to practice in places where small and medium enterprises in the creative industry.

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For Student

Accustom yourself to do the skills to grow interest in entrepreneurship began at early stage.

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