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QPAMTEP in Action: An Innovative, Interactive Science Learning Resource for Students Affected by Earthquake Trauma

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Abstract

The devastating earthquake that struck Cianjur, West Java, Indonesia in 2022 brought significant changes and left deep trauma for the community, including elementary school students. The analysis of students' conditions after the earthquake revealed that Most students affected by the earthquake faced difficulties concentrating, fear of attending school, and anxiety while learning. To address this, the QPAMTEP learning model was developed, consisting of seven stages: 1) Question Creation, 2) Project Design, 3) Schedule Planning, 4) Project Monitoring, 5) Product Testing, 6) Student Experience Evaluation, and 7) Publication. This model follows the ADDIE framework (Analysis, Design, Development, Implementation, and Evaluation) for a comprehensive approach. The study aims to assess the feasibility of interactive learning resources for use in the QPAMTEP model. This learning resource provides insights into earthquake disaster mitigation and healthy living practices after the earthquake. These are available as physical books and online via the Heyzine app, offering a practical learning solution. Initial trials with students affected by the earthquake showed that interactive learning resource are feasible and effective in creating an enjoyable learning experience while reducing trauma. The novelty of this study lies in the development of interactive materials containing activities such as singing, dancing, and drawing, which aid in student recovery from earthquake trauma.

Keywords: Disaster, Fun Learning, Interactive Science Learning Resource, QPAMTEP, Trauma