

Establishing Pancasila Student Profiles Through Story Texts in Era 5.0

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Abstract: Humans as social beings will continue to develop with the times. In the times, many things will be forgotten with the emergence of new things because of technology. Humans begin to forget the national characters that should exist within themselves. Not apart from a student who began to lose identity because it was eroded by the rapid development of technology. In era 5.0, a student as an individual and social being is expected to be able to follow a social concept that is human-centered and based on technology. As an Indonesian citizen, a student must have good Pancasila characters to keep pace with technological developments. In reality today, many students have lost their identity, both as individual beings and as social beings. The selfish and closed nature is no stranger to students. Students are more concerned with their own interests because they have the assumption that if they have mastered technology, they will not need other humans. Students are too comfortable with themselves in cyberspace. They also almost forgot the old literary works. Students are more interested in modern literary works. Without them realizing it, they have removed good human characters in themselves, both as individuals and social beings. One effort that can be done to overcome this is to include materials that introduce characters Pancasila character in the content of lessons at school. such as Indonesian lessons. Through Indonesian language lessons, Pancasila characters can be introduced well through factual and fictional texts such as folklore. Folklore is presented more modernly, namely through media that are close to students, such as YouTube or Tiktok. When students learn by using media that are close to them and that they enjoy, the results obtained will also be better. Students will easily understand and apply the knowledge gained, thus shaping themselves into students with Pancasila character. Through the descriptive method, the author will conduct research by describing the benefits of using folklore in lessons to grow the character of the Pancasila soul in students objectively.

Keywords: Students, Pancasila Profile, Folklore

Introduction

The development of today's era is accompanied by rapid technological developments. Technological developments based on the development of a science have led society to a new phase, namely the process that utilizes equipment resulting from technology. The development of the era that makes humans become more busy with technological equipment.

The progress of the times has brought us to the 5.0 era. An era that requires humans as social beings to start carrying out their technology-based activities. society is led to live in a concept of society that is human-centered and based on technology. An era that requires us to be able to master the use of technology in every activity to meet the needs of life.

Progress in the 5.0 era has both positive and negative impacts, both for humans and the environment. The positive impacts of these technological advances include making it easier to get certain services over long distances, for example, such as online shopping activities, ordering train tickets online, food delivery services, etc. by simplifying this activity, it can save time, can be done anytime and anywhere. Technological advances can also be used as a means of entertainment, for example accessing social media or streaming movies and music.

In addition to the positive impact, it turns out that the convenience provided by technological advances also has a negative impact. With the advancement of technology, many people have lost their jobs because their duties have been taken over by sophisticated machines. The negative impact of this technology does not only attack adults. Youth and children are also affected by this.

In humans, technological developments also affect people's lifestyles, quite disturbing daily life. Most of these impacts are caused by misuse of information and communication technology, or due to a lack of user understanding of ethics, how to use information technology and also the use of communication properly and correctly.

Era 5.0, the era of information and communication technology greatly influences the socio-cultural development of Indonesian society. Indonesian people are starting to lose their identity character. slowly began to lose the noble values of Pancasila in him, norms that began to shift and disappear.

This has an impact on students. Students in Indonesia in general are now very easy to access and use the sophistication of technology. They began to fall asleep with the convenience facilities provided by technology, especially digital technology. Students easily get the information they want, it's easy to find communities that suit them, without realizing it, that makes them immersed in the excitement of the virtual world.

This causes, today's students begin to lose the character of a student in him. began to appear traits that do not reflect a good student. Students no longer care much about their own cultural environment, and even almost forget their cultural character.

This is a concern in the world of education. Currently, the government, through the curriculum, has placed character building as the main goal in education.

Character values are the main aspects of 21st century life that are important to be developed through the learning process. (Saleh, Muhammad. 2015:117)

In the learning process, the values or character of the nation can be contained in each subject matter. The subject matter displayed must have or show the character and values of the nation in it. Values or characters that have almost faded due to being eroded by the times must be displayed in the form of interesting teaching materials.

Indonesian language teaching materials try to integrate the value of character education with urgency to be developed. The availability of teaching materials is still relatively few to display the character and values of the nation, especially the character of Pancasila.

For this reason, the authors are interested in developing and providing media teaching materials that are interesting and relevant to students' circumstances with the aim of attracting students' attention to better understand the character of Pancasila.

One of the materials used is folklore text material. Folklore texts feature local stories from all over the archipelago. these stories have a very deep and broad meaning. Tells about people's lives in ancient times which are full of local wisdom and Pancasila values.

Theoretical Review

Technological Advancements in the 5.0 Era Era

Era 5.0 requires all humans to have knowledge and expertise in science and the use of technology. In the 5.0 era, technology became the basis of people's activities. The emphasis of character is more on the role of humans as the center of civilization that tries to take advantage of the role of digital technology in various fields.

Technology in the 5.0 era has penetrated the industrial sector to the health sector. With the application of technology, society can solve various challenges and social problems by utilizing various innovations from available technology.

Nisa (2022) in his article states that in society 5.0 itself, it is more focused on how human efforts to coexist with technological developments. So, all technology is part of the human itself.

Thus, the community remains as the main object in controlling and utilizing technology to facilitate life and achieve sustainable development goals (SDGs). With technology, a balance will be created between the role of humans (society) and the use of technology.

Nisa (2022) describes several roles of 5.0 era technology in several fields, such as:

- In the health sector, society 5.0 can be realized by applying AI analysis that includes various types of information. Starting from health care site information, physiological data, treatment information, and so on. As a result, the application of this concept will provide benefits such as: Helping to detect disease early through automated health checks Use of AI that can provide physiological data accurately and in real time Helping patients to get optimal care anywhere with centralized medical data Can help ease the burden of care through use of robots

- **Mobility Field**

Help reduce the rate of traffic accidents Reduce traffic jams Allow people with disabilities to move on their own with the use of self-driving transportation Helps reduce CO2 emissions and encourage environmental revitalization.

In the 5.0 era, the world of education also developed. Some of the roles of technology in education are to be able to advance the quality of human resources (HR).

Education has a very important role to improve the quality of human resources (HR). In the era of industry 5.0, you must have a maximum contribution in creating quality human beings.

Education in the era of society 5.0 requires everyone to be more creative, innovative, productive, adaptive and competitive. In addition, in the 21st century, education about life skills is needed or what is known as the 4C. The meaning of 4C here is Creativity, Critical Thinking, Communication, Collaboration.

Technology also plays an important role in learning activities. In the era of society 5.0, schools and teaching staff will certainly have a very important role. Where in this era learning activities do not only focus on one source, namely books. However, information is obtained from various other sources. For example, the internet or social media.

The creation of quality education is also the result of the role of technological developments. There needs to be a change in the educational paradigm in welcoming the era of society 5.0. The teaching staff will minimize their role as a learning material provider. The teacher will be an inspiration in the process of growing student creativity. In this case the teacher acts as a tutor, facilitator, inspiration and learner so that "Learning Independence" will be created.

Students must have basic literacy skills. namely numeracy literacy, science, information, finance, culture and citizenship. In addition, they must also have other competencies such as being able to think critically, creatively, reasoning, communicating, collaborating and problem solving.

The most important thing is to have a character that reflects Pancasila students, which is initiative, persistent, curious, adaptable, has a leadership spirit and has social and cultural concerns.

Positive Impact of Technological Progress

Technological advances have a positive impact on society. People can easily access information. All information is easily accessible anywhere and anytime using only one network application. In addition to providing convenience, technology also pampers the community by saving time and expenses while on the move.

Putri (2022) said that there are several positive things from technological developments, first, making it easier to communicate without thinking about distance, place and time. Second, information is received more quickly via internet access. Third, make daily life easier and the fifth can open up new business opportunities.

Negative Impact of Technological Progress

Advances in technology that are increasingly rapidly from time to time can make it easier for someone to carry out activities or activities. Technological progress itself can have a negative impact on users of the technology. Making users isolated from direct social interaction, reduced sense of socializing to meet, radiation generated from these technologies for example cellphones and causes someone is lazy.

Introduction to Pancasila Profile

There is a new term in the world of education that has been introduced, namely the student profile of Pancasila. Pancasila is the philosophy of life of the Indonesian people. Its citizens must also practice the values of Pancasila, the character values that exist in each of the Pancasila precepts consist of religious, social, independent, patriotism, togetherness, democratic and justice character values.

In the Indonesian education system embodies the values of Pancasila in everyday life. Pancasila is designed to answer one big question, namely "What kind of profile (competence) does the Indonesian education system want to produce?"

The Indonesian education system answers "Indonesian students are lifelong students who are competent, have character, and behave according to the values of Pancasila.", which is why the independent curriculum emphasizes the profile of Pancasila students.

Teaching and learning activities not only increase the motivation and potential of students, but also make students have more character. Excellent human resources/students are lifelong students who have global competence and behave in accordance with Pancasila values.

The dimensions of the Pancasila Lesson Profile, which are interrelated and mutually reinforcing to realize the Pancasila Lesson Profile, must be carried out simultaneously, not partially. The six dimensions are faith, fear of God Almighty, and noble character, global diversity, mutual cooperation, independence, critical and creative reasoning.

The six dimensions show that the Pancasila Student Profile does not only focus on the realm of cognitive competence, but also on attitudes and behavior according to identity/identity as an Indonesian nation as well as a global citizen.

Folklore Text

One of the cultural heritages that is very important and needs to be preserved for children is folklore. Folklore is one of the communication media for delivering culture that has noble values with the characteristics of each region.

According to Danandjaja (2002), folklore is a form of oral literary work that was born and developed from traditional society which is spread in a relatively fixed form and among certain collectives from a long time by using clichés.

This view is in line with the opinion of Nurgiyantoro (2010) which states that folklore is a story that comes from the community and developed from generation to generation in society in the past as a means to provide a moral message. This story is passed down by the community traditionally by word of mouth.

Folklore text, is a story or story that was born, lived and developed in several generations in a traditional society, both people who have known the letters or not and are distributed orally and contain anonymous survival and are distributed collectively over a long period of time. Folklore has many benefits and functions for readers, one of which is as an educational tool that contains personality. In the story or the story is stored the meanings of the character of the human personality. There are values of the nation's personality that are very useful to emulate.

Research Method

This research uses a descriptive method. Descriptive research method is a research method that aims to describe events and events objectively. This research is aimed at solving a problem in a field, making a systematic, factual, and accurate description, picture, or painting of the facts, characteristics, and relationships between phenomena that are being observed or investigated.

Data source

The data sources used are

1. Local people who are considered to be elders in the community, who are used by the author as informants in conducting direct field research and asking questions directly so that the research obtained is more concrete and can be accounted for so that there is no misunderstanding of the community. Indonesian teacher and some high school students

2. Literature research by searching for data sources from books, journals, and papers related to folklore and characters.

Data collection technique

To obtain the data and information needed in the research, the researcher determines the data collection technique that is appropriate to the problem to be studied. Researchers used several data collection techniques as follows:

1. Observation (observation)

Observation is a data collection technique that is carried out through an observation, accompanied by notes on the state or behavior of the target object. Researchers make observations on the circumstances and activities of students during the learning process and outside of study hours

2. Interview (Interview)

An interview is a conversation with a specific purpose. The conversation was carried out by two parties, namely the interviewer (interviewer) who asked the question and the interviewee (interviewee) who gave the answer to the question. Researchers conducted a question and answer process to several Indonesian language teachers about the feasibility of teaching materials for folklore texts and analyzed the contents of the characters contained in the stories. The researcher also conducted interviews with several students regarding their understanding of the character of Pancasila

3. Collecting data through literature references.

4. Documentation

Documentation is collecting data by viewing and recording a report that is already available.

Research Results

1. The negative impact of technological developments in the 5.0 era in the psychological field of students

In the generation of society 5.0, a technology-based concept of a human-centered society was applied. The rapid development of technology, with human roles being replaced by the presence of intelligent robots called AI (Artificial Intelligence), is considered to be able to degrade human roles.

The presence of smart robots, interesting and interactive applications, creates several negative effects for students. The negative impact of technological developments for teenagers, among others, is that teenagers will often visit pornographic sites, the internet will be used as an online gambling arena among teenagers and the occurrence of fraud among teenagers, especially in the field of online buying and selling transactions. Technological developments also provide comfort for students in their activities, which causes these students to become individual or selfish figures. They no longer need direct social interaction and over time these students will assume they don't need other people anymore. These students will be cool in their own world. The virtual world that pampers them with all kinds of facilities and entertainment. With this negative impact, it greatly affects the attitude or character of students. They lose their cultural character and character

2. The role of education in shaping the profile of Pancasila students

Education is a process Education is one of the efforts that can be used to restore the character of students who have been eroded with the progress of the times.

The profile of Pancasila students is the main thing to be achieved in the current education curriculum, because the students' characters are very disturbing. Their characters are far from

the character of the soul of Pancasila, causing a lot of losses, both for themselves and the environment.

Character education is one of the efforts to instill the values of national identity to students which includes affective, cognitive, and psychomotor. It is hoped that understanding, action, awareness, and willingness will arise to implement or realize these values in their lives.

In carrying out character education in schools, all aspects must be optimized, such as curriculum content, learning and assessment processes, handling or managing subjects, school management, implementation co-curricular and extra-curricular activities, empowerment of infrastructure, financing, and work ethic for all school members or the environment

This means that character education can be internalized through curriculum content components in the form of providing learning tools, one of which is teaching materials. Thus, in carrying out character education, teaching materials must be optimized to internalize moral values in students which can be actualized in the form of creative activities orally and in writing.

The values of the character of the Indonesian nation need to be instilled in students so that they are able to apply it in their lives, both in their families, schools, communities, and countries so that they can make a positive contribution to the environment.

Character building through There are 18 types of character education in schools that must be understood and implemented, namely religious, honest, tolerance, discipline, hard work, creative, independent, democratic, curiosity, national spirit, love for the homeland, respect for achievement, communicative, love peace, likes to read, cares about the environment, cares about social and responsibility (Suyadi, 2013).

From the observations of current researchers, the government has tried to shape the character of students from all sides, both from the material, media and assignments given. The government has made efforts to conduct curriculum evaluations to improve students' knowledge, skills and attitudes. The government has included the values of the nation's character or Pancasila in every subject matter.

3. Teaching Materials as Character Education Media.

To maximize learning, it is necessary to prepare teaching materials. As stated by (Djamarah, 2010) that one of the characteristics of the learning process is the existence of teaching materials that become the content of the interaction. Teaching materials are all kinds of materials, whether printed, objects, audiovisual or any form collected from all sources that can be used as assistance in teaching and learning activities with the aim of facilitating the delivery of learning to learners. Broadly speaking, teaching materials include knowledge, skills, and attitudes or values that students must learn.

By preparing teaching materials that contain character education that is in line with learning outcomes and curriculum, it will produce graduates who not only have high knowledge and skills, but also have a good attitude, social and personal, balanced between science and technology and imtaq.

To apply character education, (Koesoema, 2007) can be done in the following ways.

- Teach values that are integrated into learning materials so that students have conceptual ideas about behavioral guiding values that can be developed in developing their personal character.

- The example shown by the teacher which in Javanese means to be nurtured and imitated, as well as from the model prepared by the teacher.
- Determine priorities that will be the target of affective assessment during learning.
- Priority praxis, namely areas of life or values that are a priority in character education.
- Reflection is done to find out the failures and successes of character education that has been integrated into the learning of literary skills

Folklore Text Forms Students with Pancasila Characters

One of the efforts that are considered good to develop students' character is to use folklore text media. From the results of interviews with several teachers in the field of Indonesian language studies at SMA Negeri 3 Padangsidempuan, the results show that folklore text material from all regions of the archipelago in Indonesia contains a lot of positive character values that can be used as role models by students. These character materials are close to the student world. The subject matter is displayed in the form of literary works.

Like other literary works, folklore is believed to have been born not in a vacuum, but is influenced by the habits of the local community, so that literary works are considered as an imitation of human life; is a reflection of the values of a society.

From interviews with several students, it was seen that they were very enthusiastic about paying attention to the folklore material that was displayed with some interesting pictures. Folklore is also displayed in various ways from all regions in Indonesia. Currently, folklore has also been displayed more modern. Folklore is displayed in the form of animation, in the form of audio-visual through YouTube and contemporary applications such as TikTok.

Some examples of folklore that contain character values are as follows:

- Folklore "The Origin of Watu Dodol" a leader who is straight and clean-hearted and has a heart of love for the homeland. The mandate in this folklore is that good behavior will lead to trust and good work results. The values contained in this folklore are: religious, honest, hard working, high curiosity, national spirit, love for the homeland, respect for achievement, friendly and social care.
- Folklore "The Origin of Lake Toba" the story is about a farmer named Pak Toba who broke his promise to his wife, until disaster occurred due to his promise. The disaster was in the form of heavy rain that inundated the entire village and became a lake called Lake Toba. The values contained in the folklore above: Moral Values: We must keep our promises. Social Values: We must be able to forgive people when they make mistakes. Cultural Values: When a couple who love each other can build a family, Men work to support their families.
- Folklore "Timun Mas"
Javanese folklore tells the story of a brave girl who tries to survive and escape from an evil green giant who tries to catch and eat her. Timun Mas has a smart, brave, and unyielding character. Putri Kandita has a patient character.
- The Folklore "Sampuraga" tells the story of a child who disobeyed his mother and was cursed to become a hot spring.
The values that can be taken from the Sampuraga Legend story are religious, moral and social values because disobeying parents is a despicable trait and it is a trait that is hated by Allah SWT.

Those who are disobedient to their parents will receive a reward from God Almighty One. While moral values are social values that must be developed in society. People who do not have morals will be shunned by the surrounding community.

From the several characters displayed in each folklore story, students can understand which characters or values of life can be used as guidelines for life. By studying folklore texts from various regions in Indonesia, students are expected to be able to build a strong nation, where students as a society have noble character, morality, tolerance, and mutual cooperation.

In addition, students can also develop the basic abilities they have, such as thinking intelligently, behaving with morals, being moral, and doing something good, and beneficial for themselves, their families, and society.

From the results of the analysis of characters and values in some of the folk tales above, it can be concluded that the appropriate characters and attitudes are shown related to the values contained in

Pancasila, namely religious character values, social care, independence, national spirit, Democracy, tolerance, and discipline have been possessed by students to be used as provisions for life in the 5.0 era.

Students will be more skilled and tough in facing the 5.0 era which has high competition in life. Students will more easily adjust to their abilities to technological developments in the 5.0 era

Conclusion

1. Folklore text teaching materials are one of the teaching materials that can be used to shape students' character. The material contains many positive characters that can build student identity. In the story, there are many Pancasila profile characters that can be introduced to students.
2. By using creative and innovative media, the display of old literary works in the form of folklore texts can be displayed more attractively and liked by students

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