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Table Of Contents

| | |
|---|---|
| Journal Cover | 1 |
| Author[s] Statement | 3 |
| Editorial Team | 4 |
| Article information | 5 |
| Check this article update (crossmark) | 5 |
| Check this article impact | 5 |
| Cite this article..... | 5 |
| Title page | 6 |
| Article Title | 6 |
| Author information | 6 |
| Abstract | 6 |
| Article content | 7 |

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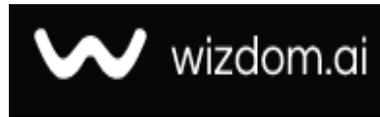
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3D Pop Up Big Book for Elementary English Animal Literacy

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Abstract

General Background: Visual learning media are widely utilized to support literacy development among elementary school students through engaging instructional materials. **Specific Background:** Big Book media, characterized by large text and illustrations, has been adapted into a Pop Up 3D format to create interactive reading materials introducing animal species and habitats in English. **Knowledge Gap:** Existing Big Book learning media are commonly available in standard formats and rarely integrate oversized layouts with three-dimensional page displays across the entire content. **Aims:** This study aims to develop and describe the design and content of a handmade 3D Pop Up Big Book that supports reading activities and student engagement in elementary English learning. **Results:** The developed product consists of five themed pages presenting animals including lion, elephant, butterfly, frog, and dolphin, each accompanied by descriptive English text and visually raised pop-up illustrations. The book uses contrasting colors, sticker-based imagery, cardboard structure, and large-format text to facilitate literacy activities and interactive teacher-student learning procedures, including predictive reading and 5W+1H questioning strategies. **Novelty:** The integration of oversized Big Book format with full-page 3D pop-up elements and handmade instructional design represents a distinctive learning media model combining visual storytelling and literacy practice. **Implications:** The product provides an alternative instructional resource that supports reading practice, student participation, and teacher creativity in developing engaging English literacy learning for elementary education.

Highlights:

- The Learning Product Integrates Raised Visual Illustrations With Large-Scale Printed Storytelling Materials.
- The Material Introduces Five Animal Habitat Themes Supported by Descriptive English Narration.
- Instructional Procedures Incorporate Predictive Questioning Strategies During Classroom Literacy Activities.

Keywords: 3D Big Book, Pop Up Learning Media, Elementary English Literacy, Animal Habitat Learning, Visual Reading Media

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Product Description

Big Book is one of the media that can be used in learning. This media is the visual learning that is characterized by a large size of both the text and the pictures to be used. So that it allows students to be interested in learning and practicing reading skills. Big Book is formed from the pictures book that is enlarged or reproduced from a children's book, usually in the form of a narrative and is believed to be one of the most effective media to get children involved with print media [1]. A good quality big book can provide fun learning and make it easier for children to understand reading, learn a variety of new vocabulary that has been adapted to the literacy framework set out in the curriculum [2]. This big book is designed as interesting as possible with a 3D Pop Up display, not only as a learning media for students but also as a teacher development to be more creative in designing interesting media for learning in today's digital era. The reason teachers are able to design their own learning media so that students are not easily bored with monotonous learning models. Therefore, the big book can be purchased or made by the teacher [3].

There are many big book as the learning media on the market but there is no big book that is very large and has a 3D design on each page content. Big Book is applied to literacy activities between teachers and students. There are various advantages of using big book as learning media, namely building a sense of intimacy between teachers and students, and increasing students' confidence in learning [4]. The teaching procedure in the big book is to introduce parts of the big book such as the cover, the contents of the page, tell the title of the story, read the complete story, reread, and reflect on the content of the story that has been learned [5]. In the learning process, students are asked to predict the reading that has been given, using question sentences containing 5W+1H, such as: What, Who, Where, When, Why and How. By giving these questions, students are directed towards the stages of reading activities.

Product Content

There are several unique display produced in this big book such as on the page using a combination of Pop-up so as to produce a raised pictures, then the use of contrasting colors, and on the cover gives an interesting impression by decorating various kinds of animal stickers in accordance with the content of the material to be discussed. In this big book there are five pages containing material about the introduction of animal species and their habitats using English and there is also a written description at the bottom of the pictures which aims to train students in reading, speaking, and imitating what the teacher says. Based on educational standards, things that need to be considered in making the content of the material in the big book are related to the material to be conveyed, the feasibility of the material for students, and the material criteria for the school level.

The explanation of the materials used during the big book making process is as follows:

1. On the cover, using cardboard paper as the main base material because it is believed to have a good quality and sturdy, so that it is possible to be used and stored for a long time.
2. The content part of the material uses the combination of the cardboard, sticker paper, and long A3 drawing book.
3. The making of big book learning media is done by handmade. The pictures that is attached to the big book is the result of the pictures using sticker paper that has been adapted to the animal's habitat and then combined with contrasting and colorful colors to attract students' attention during the learning process at the elementary school level and to produce a 3D pictures, a piece of cardboard is given which is attached to the back of the animal pictures.
4. The next page contains the pictures of an animal based on its habitat, while the theme of the story raised is the introduction of animals species based on their habitat consisting of lion, elephant, butterfly, frog, and dolphin. These animals were chosen because they have their own characteristics and are different from one another.
5. As finishing, in order to beautify the appearance of the big book, in the front cover was covered with black buffalo paper and the pictures of the animal was attached along with the words "3D Big Book of Animals".

The big book design can be seen as follows:

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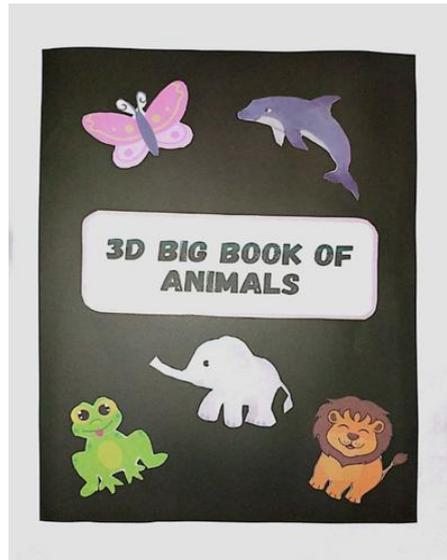


Figure 1. Fort Cover of 3D Big Book of Animals



Figure 2. The Display of Page 1 "LION"



Figure 3. The Description Text of "LION"



Figure 4. The Display of Page 2 "ELEPHANT"



Figure 5. The Description Text of "ELEPHANT"

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Figure 6. The Display of Page 3 “BUTTERFLY”



Figure 7. The Description Text of “BUTTERFLY”



Figure 8. The Display of Page 4 “FROG”



Figure 9. The Description Text of “FROG”



Figure 10. The Display of Page 5 “DOLPHIN”

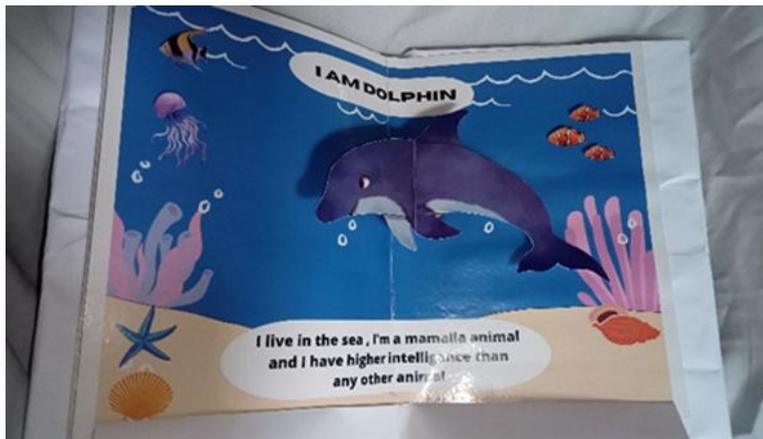


Figure 11. The Description Text of “DOLPHIN”

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