

THE DEVELOPMENT OF HEALTH EDUCATION LEARNING MEDIA THROUGH TRADITIONAL GAME "BOY" ELEMENTARY FOR SCHOOL IN KUPANG CITY

by Maria Fatubun, Lukas M. Boleng, Robert Tetikay

Submission date: 30-Jul-2020 01:13AM (UTC-0500)

Submission ID: 1363916526

File name: OF_HEALTH_EDUCATION_LEARNING_MEDIA_THROUGH_TRADITIONAL_GAME.pdf (4.33M)

Word count: 1805

Character count: 10253

THE DEVELOPMENT OF HEALTH EDUCATION LEARNING MEDIA THROUGH TRADITIONAL GAME "BOY" ELEMENTARY FOR SCHOOL IN KUPANG CITY

Maria Fatubun¹, Lukas M. Boleng², Robert Tetikay³

¹PJKR UKAW University of Kupang, ²UNDANA University

²bolenglukas@yahoo.co.id, ³robertetikay@gmail.com

Abstract

Purpose: This research is background by the motivated by at learn two things they are of conventional method in learning process which make student bored and there is not interactive using Compact Disk as learning media yet, as the learning media of health education with thematis approach. This research is the aim is create the learning media of health education through traditional game "boy" as student learning media in health education especially under topic of well-balanced nutrient as an effort to improve the motivation of the fourth grade student of Inpres Oesapa elementary school in Kupang city. **Methods:** The method used is Research Development method which is development by Borg and Gall in Wasis (2010) in developing seven steps. **Results:** From the result of the entire aspects evaluation of the develop-10 media and his using 1 - 4 scale it was obtained 91,66% in average (very good). **Conclusion:** It can be concluded that the learning media development product of health education through traditional game " boy" approach being based on Compact Disk was proper to be used for the fourth grade students of Inpres Oesapa elementary school in Kupang city.

Keywords: development learning media, well-balanced nutrient, traditional game "boy"

INTRODUCTION

The application of 2013 Curriculum based on character has been running by partial school and it's implementation is not optimal yet. However, the teacher claimed to apply such scientific approach in learning process. Physical, athletic and health education at elementary school used thematic approach which is required interesting and succeeding teaching aid. So for, the used of learning method generally at elementary school and especially conducted at Oesapa Inpres elementary school which used amount of discourse method, and it make students bored. The exploiting of media or learning aid influence, the student learning result, it become better as it's claimed in 2013 curriculum. From such media or learning aid that is applied in the traditional game it can also be developed some other such as aspects morality, religion value, social, language and motorik function (Haris Iskandar, 2006).

The early research conducted at Inpres Oesapa Elementary School in Kupang city indicated that the learning of health education an add anomalous semester in academic year 2014/2015 is not conducted appropriately because the use of lectures method in the learning process was very dominan, so the student felt bored. Another fact also showed that the teacher of physical, athletic and health education at this school was the only teacher which representing teacher in East Nusa Tenggara Province about 2013 curriculum in Training Of Trainer, in fact the realization of scientific approach based on 2013 curriculum, has not been applied yet.

The aim of this research is to produce the learning media of health education through traditional game " boy " being based on Compact Disk. The media of health education study in the form of Compact Disk (CD) was necessary for the student of Inpres Oesapa elementary school in Kupang city to make the student faster to comprehend the learning material in this case about well balanced nutrient. Due to the interaktif learning media in the form of Compact Disk about the scenario of health education study using thematic approach is not existence yet. The benefit of this research is expected to assist the teacher of physical, athletic and health education in health education study with more paikem nuance and as example for school in order to develop another learning media in the form of Compact Disk.

METHOD

1. Development Model

This research used development research method to products applied in education and instruction as it was development by Borg and Gall (Wasis D.D.2010:48)

2. Development Procedure

The development of health education model through the modification approach of traditional game " boy ", was conducted by following several steps of Borg and Gall model (2003:284), that is, a) collecting data in the form of book investigate, the early research of the research location, b) planning, including material preparation for designing the early product and discussion with media and materials expert; c) making the media or teaching aid of the early product, d) conducting evaluation of the early product based on the media and materials expert validation; e) revising of the early product, f) the small scale testing, g) revising the product based on the small scale and big scale testing ; h) revising product; and i) the final product.

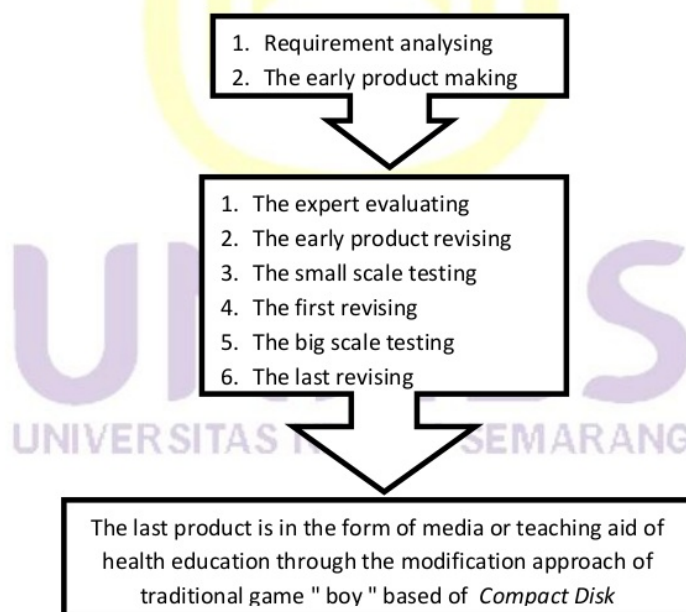


Fig. 1. Diagram development procedures

RESULTS AND DISCUSSION

This research development have yielded the product of media or learning aid of health education and as solution for learning problem through tematis approach faced by teacher of physical, athletic and health education and also the students of Inpres Oesapa elementary school in Kupang city especially in the material of well-balanced nutrient. The feasibility of this product was proven through the result of data research analyse as the following:

1. The result of data analysis and the learning evaluate of physical, athletic and health education expert obtained 95% in average and based on the determined criterion, this product had fulfilled the criterion "**very good**". Meanwhile for the expert or media designer obtained 88,33% in average and based on the determined criterion, this product had also fulfill the criterion "**very good**". Thereby, the average percentage hance from their assessment was 91,66%. Based on the research criterion of the existing expert test, the learning media product of health education hence through traditional game " boy" approach had fulfilled the criterion "**very good**", so it's applicable for the fourth grade students of Inpres Oesapa elementary school in Kupang city.
2. The result of small scale testing data analysis obtained 88,29% in average and based on the determined criterion, this product had fulfilled the criterion "very good". Meanwhile big scale testing obtained 92,43% in average and based on the determined criterion, this product also had fulfill the criterion "very good". Thereby, the average percentage from both of small scale and big scale testing was 90,36%. Based on the research criterion of the existing expert test, the learning media product of health education through traditional game " boy" approach had fulfilled the criterion "very good" so it's applicable for the fourth grade students of Inpres Oesapa elementary school in Kupang city.
3. The development of this testing media was based on several reasons, they are,1) this media is standard of the age of primary school, 2) It was development from traditional game which is familiar to the students. All this reasons were clearly proved by result of questionnaire admission filling of question number 31,33, and 35 got 93,33% in average, fulfilling the criterion "**very good**" in the small scale testing and 98,33% in average, fulfilling the criterion "**very good**" in the big scale testing.

CONCLUSION AND SUGGESTION

Based on the analysis of results of the research in study, it can be concluded that this media is standard of the age of primary school. Based on the conclusion given above, the researcher would like to give some suggestions as follows :

1. The students are expected to use Compact Disk media as learning source to increase the athletic ability and knowledge and also able to conduct this game as one of game in their residence environment.
2. This learning media can be used as the alternative media in delivering of forwarding the materials of health education especially for well-balanced nutrient material for the fourth grade students of Inpres Oesapa elementary school in Kupang city.
3. The teachers of physical, athletic and health education at elementary school are expected to be able to develop often models of games, following this model, in teaching other material in order to be more interesting to the student.

REFERENCES

- Boleng Lukas, et al. 2006. "Permainan Tradisional" (*Jurnal Politik, Hukum, dan Sosial Budaya*). Kupang. Gatra Nusantara.
- Dwiyogo Wasis D, 2010. "Penelitian Keolahragaan". Malang, Universitas Negeri Malang (UM Press).
- Effiana Yirastein, et al. <http://id-id.facebook.com/notes/kesehatan-ibu-dan-anak/manfaat-bermain-bagi-anak/hmtl>, It was accessed on 09 Oktober 2014
- Fajar M. Karis, et al. 2012. " Hubungan Status Gizi Dengan Konsentrasi Siswa SMP Negeri I Nguntut-Tulungagung " (*Jurnal Membangun Karakter Melalui Pendidikan Jasmani dan Olahraga*). Perwira Media Nusantara dan Griya Kebraon Tengah. Surabaya.
- Giam C. Keong dan Chuan The Kong, 1993. "Ilmu Kedokteran Olahraga". Binapura Aksara Jakarta. Penerjemah Satmoko Hartono.
- Hardinsyah,2007. *Pengetahuan Gizi Seimbang* <https://www.google.com/search/?q=Pengetahuan+giziseimbang=org.mozilla>. It was accessed from internet on 09 Oktober 2014.
- Hendrayana Yudi, 2003. "Learning Basic the Games". Departemen Pendidikan Nasional Direktorat Jenderal Pendidikan Dasar Dan Menengah Direktorat Pendidikan Luar Biasa. Jakarta.
- Irianto J. Pekik, 2007. "Panduan Gizi Lengkap Keluarga dan Olahraga". Yogyakarta,CV Andi Offset Yogyakarta
- Katu, 2006. *Pengetahuan Gizi Seimbang* <https://www.google.com/search/?q=Pengetahuangiziseimbang=org.mozilla>. Oesapa. It was accessed from internet on 09 Oktober 2014.
- Kemendiknas. 2013. "Tema 2 Selalu Berhemat Energi (Tematik Terpadu Kurikulum 2013)", Jakarta, Kemendiknas.
- Kemendiknas. 2013. " Kurikulum 2013 Kompetensi Dasar Sekolah Dasar (SD)/ Madrasah Ibtidaiyah (Mi)", *Kementerian Pendidikan Dan Kebudayaan*. Jakarta, Kemendikbud.
- Kemendiknas, 2000. <http://cayangsaaltian.blogspot.com/pengertian-sekolah-dasar.html>). It was accessed from internet on 09 Oktober 2014.
- Lumba Johni, et al. 2012. "Nilai-Nilai Permainan Tradisional Kuda Alang(*Jurnal Membangun Karakter Melalui Pendidikan Jasmani dan Olahraga*)",Surabaya,Perwira Media Nusantara dan Griya Kebraon Tengah.
- Patty A.M, 1991.*Boy-boyon*, <http://www.budaya-indonesia.org/iaci/Boy-boyon>. It was accessed from internet on 09 Oktober 2014.
- Rahayu Ega Trisna, 2013. "Strategi Pembelajaran Pendidikan Jasmani Implementasi Pada Pembelajaran Penjasorkes". Bandung, Alfabeta Bandung.
- Rahman Taufik, et al. 2012. "Jenis – Jenis Media Pembelajaran (Membangun Karakter Melalui Pendidikan Jasmani dan Olahraga)". Surabaya,Perwira Media Nusantara dan Griya Kebraon Tengah.
- Rohman Ujang, et al. 2012."Pembelajaran Pendidikan Jasmani Sebagai Sarana Meningkatkan Motivasi Belajar Peserta Didik"(*Jurnal Membangun Karakter Melalui Pendidikan Jasmani dan Olahraga*). Perwira Media Nusantara dan Griya Kebraon Tengah. Surabaya.
- S. Indrarti, et al. 2010. "Kesehatan Olahraga Panduan Untuk Pelatih Olahragawan Usia Dini. Pusat Pengembangan Kualitas Jasmani", Sekretariat Jenderal, Kemendiknas. Jakarta.
- Suniar Leane, 2002. "Dukungan Zat-Zat Gizi Untuk Menunjang Prestasi Olahraga". Kalamedia. Jakarta.
- Sutrisno Hadi, 2004. "Statistik" , Yogyakarta, Andi Offset Yogyakarta
- Uhamisastra, 2010. <http://fpok.upi.edu/artikel/jurnal-pgsd-pendidikan-jasmani-volume-1-nomor-3-desember-2013-budi-sukarno>. It was accessed from internet on 10 Nopember 2014.

THE DEVELOPMENT OF HEALTH EDUCATION LEARNING MEDIA THROUGH TRADITIONAL GAME "BOY" ELEMENTARY FOR SCHOOL IN KUPANG CITY

ORIGINALITY REPORT

8%

SIMILARITY INDEX

7%

INTERNET SOURCES

2%

PUBLICATIONS

7%

STUDENT PAPERS

PRIMARY SOURCES

1	id.scribd.com Internet Source	1%
2	burningonesgeneration.blogspot.com Internet Source	1%
3	mfarisiblog.files.wordpress.com Internet Source	1%
4	media.neliti.com Internet Source	1%
5	eprints.unsri.ac.id Internet Source	1%
6	sababjalal.wordpress.com Internet Source	1%
7	Submitted to Universitas Negeri Surabaya The State University of Surabaya Student Paper	1%
8	Submitted to Universitas Pendidikan Ganesha Student Paper	1%

9

journal.upgris.ac.id

Internet Source

1%

10

Submitted to Universitas Negeri Semarang

Student Paper

1%

11

Submitted to Universitas Pendidikan Indonesia

Student Paper

<1%

Exclude quotes Off

Exclude matches Off

Exclude bibliography Off

THE DEVELOPMENT OF HEALTH EDUCATION LEARNING MEDIA THROUGH TRADITIONAL GAME "BOY" ELEMENTARY FOR SCHOOL IN KUPANG CITY

GRADEMARK REPORT

FINAL GRADE

/0

GENERAL COMMENTS

Instructor

PAGE 1

PAGE 2

PAGE 3

PAGE 4
