

Educative Game Tool (Ape) "Dadu Putar Huruf" For Early Children in Miftahul Khoeriyah Paud In Bungursari Sub-District

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ABSTRACT

The success of implementing an educational program for early childhood depends on the management of learning resources, one of which is the Educational Game Tool (APE). Educational Game Tools (APE) are everything that can be used as a means or equipment to play that contains educational value (education) and can develop all children's abilities. APE aims as a means to assist teachers in developing competence for the growth and development of students. The benefits of APE itself are as a learning aid for children, especially for early childhood, so that children are not bored and excited in participating in learning activities. APE is also able to develop the 6 aspects of development, namely religion and morals, physical motoric, cognitive, language, socio-emotional, and children's art. One of the APEs is in the form of "Dadu Putar Huruf" The Dice Rotating Letters made or designed are expected to help the learning process in developing competence for growth and development of early childhood.

Keywords: Community Dedication, Educational Game Tools

INTRODUCTION

Education according to the Law on the National Education System Number 20 of 2003 is: a conscious and planned effort to create a learning atmosphere and learning process so that students can actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, as well as the skills needed by himself, society, nation and state (Depdiknas, 2003: 5).

Early childhood education (PAUD) is a level of education prior to basic education which is a coaching effort aimed at children from birth up to the age of six which is carried out through the provision of educational stimuli to help physical and spiritual growth and development so that children have readiness to enter further education, which is held in formal, non-formal and informal channels. Early childhood education is a form of education that focuses on laying the foundation for growth and 6 (six) developments: religion and morals, physical-motor, cognitive, language, social-emotional, and art, according to the uniqueness and stages development according to the age group passed by early childhood as stated in Permendikbud 137 of 2014 concerning PAUD National Standards (replacing Permendiknas 58 of 2009).

Learning resources can be processed or created using various methods so that it is easier for children to digest the values contained in them. In an effort to create it, learning resources can be a tool that can function in helping the child's learning process. This is often called the Educational Game Tool and or Activity (APE). Educational Game Tools refer to objects that are enabled and divided into Game Tools and Teaching Aids.

Play equipment is a facility that has been made in such a way, for example as a disassembly game, so that children learn by playing with the facility. Teaching aids are learning facilities that can represent the function or way something works, for example the Human Body Anatomy Teaching Aid. While Educational Game Activities refer to activities that can be carried out by children. For example experimenting with mixing colors, role playing activities and so on (Sri Joko Yunanto, 2004:23-24).

Game tools that suit children's needs will trigger children's development and are an encouragement or challenge that is not boring. Actually, children are able to determine which game tools are easy, medium, or high in difficulty and which they like. Because of that, the program that is prepared needs to be sustainable and the level of difficulty can be seen (Anggani Sudono, 2000:44).

In addition, in the selection of educational games for early childhood, care must be taken and really pay attention to educational values. Teachers must prioritize in selecting educational game tools in terms of their usefulness for the growth and development of early childhood. Aspects of these developments include: NAM (Moral Religious Values), FM (Physical Motor), Cognitive, Language, Art and Social Emotional. Thus, to motivate children to like learning is greatly influenced by the school environment. Therefore, the management of game tools must be neatly and attractively arranged so that children can enjoy and feel them.

In addition, the accuracy in using the Educational Game Tool (APE) is when carrying out activities based on the aspects of development to be achieved. These aspects include the development of cognitive abilities, artistic abilities, language skills, physical-motor abilities, initial numeracy skills and literacy skills. Achievement of the objectives of the six developments is carried out using the help of Educational Game Tools because the teacher thinks that by using visual aids children can more quickly grasp the material/teaching themes provided. Besides that, the use of game tools also does not place a learning burden on children. (According to Uswatun Hasanah, 2019).

Children are not adults in small size. Therefore, children must be treated according to their stages of development. It's just that, in everyday educational practice, this is not always the case. Many examples show how parents and society in general treat children not according to their level of development (MA. Muazar Habibi, 2015: 143). The world of children is the world of play, which is a very interesting phenomenon for educators, psychologists and philosophers since ancient times (Mansur, 2009: 149). As we all know, the world of children is the world of play. Therefore, during the range of early childhood

development, children carry out activities by playing. Starting from infancy, toddlers to childhood, internal needs or drives (especially the growth of nerve cells in the brain) make it possible for children to carry out various playing activities tirelessly, by playing, children can channel the excess energy contained in their bodies while learning or practicing in an atmosphere fun to improve physical and psychological functions. Educational Game Tool (APE) as a medium that is very suitable for use in early childhood, because learning while playing will make it easier for children to receive messages conveyed.

In carrying out these activities, children certainly need a variety of game tools that contain elements or educational value. Game tools that are educational in PAUD are also called Educational Game Tools (APE). Educational Game Tools are important to be given to children at an early age. Without Educational Game Tools, children will feel bored and bored in learning. Besides aiming for children not to feel bored and bored in learning, APE will also make children happier and able to explore learning according to the theme. Therefore, in every learning at an early age, parents or educators need to provide these Educational Game Tools and choose the right type of APE for their students (Riany Ariesta, 2009:1). Thus, in order for the learning objectives to be achieved and also to create a teaching and learning process that is not boring, we need to understand precisely the level of child development (Anggani Sudono, 2000: 44).

The changing times have become a demand for a teacher to become a teacher who is skilled in finding solutions to solve problems that occur in learning. Monotonous learning will make students bored and less. From the background of these problems, we try to provide a few solutions for other teaching staff how students are happy to participate in learning activities with fun media or visual aids. We will make an Educational Game Tool "Dadu Putar Huruf" to improve children's cognitive abilities in recognizing letters. 6 aspects of development can be found in this game, namely cognitive aspects by recognizing letters, social-emotional aspects teaching children to queue in participating in games, physical motoric aspects of children moving letter dice, aspects of religious and moral values by reading basmalah before starting the game, language aspects by mentioning the letters that come out on the letter dice, while the artistic aspects of the child can name the color and rotate the shape of the dice. enthusiastic in participating in learning activities.

RESEARCH METHOD

The implementation of this community service activity was carried out in Pasir Angin Arhaim Village, Bungursari District. The "Dadu Putar Huruf" APE was applied directly to students in Miftahul Khoeriyah PAUD/Kindergarten on August 24, 2021 consisting of 8 children.

RESULT AND DISCUSSION

The implementation of the application of the Educational Game Tool (APE) in early childhood in Miftahul Khoeriyah PAUD/Kindergarten consisting of 8 children was able to improve the 6 aspects of development, namely the cognitive aspect, so that students were able to recognize letters, the social-emotional aspect taught children to queueing in participating in the game, physical motoric aspects of the child moving the

letter dice, aspects of religious and moral values by reciting basmalah before starting the game, language aspects by mentioning the letters that come out on the letter dice, while the artistic aspect of the child can name the color and roll the shape of the dice.

The tools, materials, and how to make APE "Dadu Putar Huruf" are as follows:

1. Tools and materials

- a. Wood (can be used wood)
- b. Glue
- c. Saw
- d. Electric drill
- e. Scissors
- f. Nail
- g. Ruler
- h. Pencil
- i. Images of animals or fruits that have been printed (can be adjusted according to the needs or adapted to the theme)

2. How to Make

- a. Cut the wood in the shape of a dice
- b. Then cut the wood for the base of the die
- c. Then make wood with a wide position
- d. Then punch a hole in the center of the die
- e. Each side of the dice is tacked with letters and pictures
- f. When finished proceed to stringing on the wood that was assembled earlier
- g. Insert the dice into the wood that was made earlier
- h. Starting and finishing

CONCLUSION AND SUGGESTION

It can be concluded, that APE "Dadu Putar Huruf" has enormous benefits, especially for early childhood in Miftahul Khoeriyah PAUD/Kindergarten, Educational Game Tools are a very fun educational activity. This APE is able to improve the 6 aspects of children's growth and development, namely cognitive aspects (children are able to recognize letters), social-emotional aspects (teaching children to queue in participating in games), physical-motor aspects (children move the letter dice), aspects of religious and moral values (reading basmalah before starting the game), language aspects (children say the letters that come out on the letter dice), while artistic aspects (children can name colors and roll the shape of the dice). With this APE, children are also able to learn while playing with enthusiasm without feeling bored and not monotonous when learning activities are carried out.

The author suggests a number of things related to the learning process, namely that it is expected that educators in particular must be able to create simple educational games that do not require a lot of money so that learning can be more flexible and produce professional teachers or teachers.

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