

TRAINING OF INTERNALIZING CHARACTER VALUE THROUGH TRADITIONAL GAMES IN ONLINE LEARNING FORMAT IN KINDERGARTEN

by L. Hendrowibowo, Fajar Sidik, Amrih Setyo Raharjo, Evi Rovikoh Indah Saputri, Ebni Sholikhah

ABSTRACT

The change from face-to-face learning to learning from home (online) due to the Covid-19 pandemic has caused many problems. Kindergarten education is the level of education most affected by the Covid-19 pandemic. Generally, this problem is felt directly by kindergarten teachers in technology-based learning. One of the main problems faced by teachers is instilling character education in early childhood. In Kulonprogo, kindergarten teachers experience difficulties in creating material content and in using technology. Against this background, the team carried out community service activities. This activity carries the theme 'Internalization of character values through traditional games in online learning at the kindergarten level to build character'. This service activity aims to preserve character values in traditional games. In its implementation, this community service activity was attended by 57 kindergarten teachers. The results of community service activities showed that all participants felt the benefits of the activity, including knowledge and insight into character education, character values in traditional games, skills in making animation material based on character values, and learning methods in internalizing character values in children aged early.

Kata Kunci: *Online Learning; Character Building; Traditional Game; Kindergarten; Kulon Progo District*