GROWING PANCASILA VALUES THROUGH CHILDREN GAMELAN PLAYS IN YOGYAKARTA SPECIAL REGIONAL PAUD INSTITUTIONS

by Dr. joko pamungkas. Prof. Dr. Harun, M.Pd, Nur Cahya Ningrum, Wildiani Lathifah, Septika Cahya Rahmawati, Erina Putri Anggraeni

ABSTRACT

This study aims to describe and analyze the growth of Pancasila values ??through the gacil game as well as examine the factors that influence it in PAUD students.

This research was conducted with a qualitative approach using a descriptive type of research. The subjects of this study were all members of the PAUD institution. Data collection in this study was carried out using observation, interview and documentation techniques. Testing the validity of the data using triangulation techniques and sources. Data analysis techniques consist of reducing data, presenting data and concluding.

The results of this study are the stages of learning the art of little gamelan (1) initial steps include explanation of the rules of the game GACIL, (2) appreciation includes, introduction of the name of the GACIL instrument, (3) practice includes children free of nuthuk GACIL, introduction of notation symbols, interesting notation writing, tempo compactness exercise, and mentoring by the teacher. (4) closing The Pancasila values ??that are stimulated from the GACIL game are praying before and after playing, knowing God's creations (leather on drums and wood), being grateful to be able to play and enjoy gamelan music. The points in the second precept are, walking on their knees respecting the presence of the gamelan, sitting politely, walking on the edge of the instrument appreciating the existence of the gamelan, the values ??of the third item playing in unison. keep harmony in playing one gamelan set even though different instruments. Values ??from the fourth item children discuss how many times to play how many rounds. In playing gamelan there is leadership (opened by bonang, closed following the drum), the point values ??of the fifth precept are: Be fair when a child does not get an instrument (sitting next to a friend) and Be fair when a friend wants to play, the child gives the opportunity for friends by taking turns playing the gamelan.

Kata Kunci: value.pancasila.gacil