

PENGEMBANGAN PERMAINAN TRADISIONAL DALAM KONTEKS MEDIA PEMBELAJARAN INTERAKTIF UNTUK ANAK-ANAK MIDDLE AND LATE CHILDHOOD

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ABSTRACT

Early childhood education is a form of education that emphasises the importance of physical activity, the surrounding environment, and traditional games in child development. The Community Service Programme has created a training programme for children in the Kampung Emas Krapyak IX area, Margoagung, Seyegan, Sleman as an effort to avoid the problem of developmental delays. However, phenomena such as parents' or educators' ignorance of child development and the limitations of child development examinations are a challenge. In this case, it will discuss the development of traditional games in the context of interactive learning media for Middle and Late Childhood children. This research investigates the effect of integrating traditional games in the context of interactive learning media on the development of cognitive skills of middle and late childhood children in Kampung Emas, Kalurahan Margoagung. The region, where the majority of the population only attains a high school education level and below, faces challenges in understanding the times and keeping up with the growing flow of information. In an effort to improve the quality of education and revive traditional games that are increasingly neglected, the Community Service Programme of Yogyakarta State University has started an initiative to integrate traditional games into learning through interactive learning media. This study used an experimental method with two groups of children who were given treatment and not given treatment. The children's skills were measured before and after the intervention. The results showed that the experimental group experienced significant improvement in their cognitive skills including problem solving, creativity and logical thinking.

Kata Kunci: Traditional games, cognitive skills, interactive learning