

DEVELOPMENT OF A MOTOR PHYSICAL ACTIVITY GAME MODEL TO IMPROVE SELF-CONTROL AND MEMORY OF CHILDREN WITH VISUAL IMPAIRMENT IN SPECIAL SCHOOLS (SLB)

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ABSTRACT

Research to produce products in the form of motor physical activity game models in accordance with the characteristics of student conditions, whose implementation is easy, cheap, fun and safe and effective to improve self-control and memory of children with intellectual disabilities.

The development model uses Borg and Gall (2007: 580), namely, needs analysis, product design planning, expert validation and revision, empirical validation and product effectiveness testing. The empirical validation test used 30 students with intellectual disabilities at SLB Marsudi Putra I Bantul and a large-scale trial of 49 children with intellectual disabilities at SLB Marsudi Putra I Bantul. Design product game trials using *Expert Judgement* and tested with the Deldhi technique which produced a motor physical activity game model for students with intellectual disabilities namely; (1) sprint to pick up color balls on command, (2) jump over cones according to color, (3) install number puzzles, (4) throw balls into circles, (5) crawl in Holahop tunnels. Data analysis techniques use quantitative and qualitative descriptive, and for product refinement and model feasibility using Data analysis *Anova General Multifariat..* Data collection was obtained through motoric physical activity, research instruments in the form of tests *Stroop Color Word* (the child mentions the color of the number instead of the number), to measure self-control and memory is measured using the Wopdcoch Johnson III Cognitive Buttery test (the child sees and names 3 numbers randomly and repeats without looking).

The results obtained that a motor physical activity game model has been developed to improve, self-control and memory for children with intellectual disabilities at Sekolah Luar Luar Marsudi Putra I Bantul which consists of (1) running fast to pick up color balls according to orders, (2) jumping over cones according to color, (3) installing number puzzles, (4) throwing balls into circles, (5) crawling in Holahop tunnels. The motor physical activity model has been validated for feasibility and tested for its effectiveness to improve the control and memory of students with intellectual disabilities at SLB Marsudi Putra I Bantul

Kata Kunci: *Motor activity game model, concentration, self-control, memory, children with intellectual disabilities*