

## **Traditional games competitions among students**

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### **ABSTRACT**

Goals to be achieved through this socialization is to provide socialization for the implementation of physical education curriculum in schools in 2013. Activity methods using a theoretical approach that consists of exposure of the material dissemination, discussion and question and answer. The problem-solving plan consists of two sessions, theory and practice, (1) the theoretical material consists of socialization development of physical education curriculum in 2013, preparation of syllabi and lesson plans. (2) the material practice consists of counseling Penjas learning through the curriculum in 2013, while trying to use the sample material is the material of sports and games. Indicators of success is characterized by (1) high motivation of the participants in following the activities, (2) has knowledge and skills about the physical education curriculum in 2013, (3) the large number of participants were able to prepare a simple game with tematic integrated approach. In general, these training activities run smoothly and in accordance with the planned program. PPM socialization program was held on Saturday s.d. Monday, 5 s.d October 7, 2013. The location service conducted in KKG SD Penjas Pakem in Kaliurang 1. Total long dedication 22 hours, consisting of 12 hours of training and monitoring / task independently for 10 hours. The number of participants who take part in as many as 38 people. The results show that the socialization of the 38 participants were divided into seven groups, each group of 5-6 participants. After gaining socialization materials, participants were directed to make the material a simple game in accordance with the concept of integrated curriculum in 2013 in the form tematic. Of the seven groups that are directed to make the game there are 6 groups that managed to make a simple game, and one group has not been successful. In the end, this activity has been successfully carried out the socialization of physical education curriculum in 2013 with four subject matter.

Kata Kunci: *race, traditional games*