

Abstrak

PENGEMBANGAN MODEL PERMAINAN PECAH PIRING SINTREN (PPS) UNTUK ANAK USIA 9 – 12 TAHUN

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Latar Belakang: Permainan tradisional memiliki peran yang sangat penting dalam merangsang perkembangan motorik kasar yang dimiliki oleh setiap anak. Melihat permainan tradisional mulai jarang dimainkan anak-anak seiring dengan perkembangan zaman. Maka perlu adanya penelitian dan pengembangan yang bertujuan menghasilkan produk permainan baru yang layak digunakan dan berpotensi dapat mengembangkan kemampuan motorik kasar anak usia 9 - 12 tahun. Produk permainan baru tersebut bernama *Pecah Piring Sintren* (PPS).

Metodologi: Penelitian *Research and Development* (R & D) ini dilakukan dengan langkah-langkah yaitu potensi dan masalah, desain produk, validasi tahap ke-1, revisi desain, validasi tahap ke-2, uji coba produk skala kecil, revisi produk, produk akhir. Penelitian ini menggunakan sampel 30 siswa SD Negeri Widarapayung Wetan 02 kelas IV, V, VI. Instrumen penelitian berupa angket berisi pernyataan menggunakan *Skala Likert*. Kemudian skor yang diperoleh diolah dan dikonversikan ke dalam kriteria penilaian produk.

Hasil Penelitian: Produk permainan *Pecah Piring Sintren* (PPS) memperoleh penilaian akhir sebesar 91,2% atau kategori “Sangat Baik”, dengan demikian dapat dinyatakan permainan PPS sangat layak digunakan sebagai model permainan yang berpotensi dapat mengembangkan kemampuan motorik kasar anak usia 9 – 12 tahun di SD Negeri Widarapayung Wetan 02.

Kesimpulan: Permainan *Pecah Piring Sintren* (PPS) sangat layak digunakan anak usia 9 – 12 tahun.

Kata kunci: Pecah Piring Sintren, Permainan Tradisional

Abstract

DEVELOPMENT OF PECAH PIRING SINTREN (PPS) GAME MODEL FOR CHILDREN AGES 9 - 12 YEARS

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Background : Traditional games have a very important role in stimulating the gross motor development that every child has. Seeing the traditional games are rarely played by children in line with the times. So there is a need for research and development aimed at producing new game products that are feasible and potentially able to develop gross motor skills of children aged 9-12 years. The new game product is called Pecah Piring Sintren (PPS).

Methodology : Research and Development (R & D) research was carried out with steps namely potentation and problems, product design, 1st stage validation, design revision, 2nd stage validation, small-scale product testing, product revision, final product. This study uses a sample of 30 students from Widarapayung Wetan 02 Elementary School class IV, V, VI. The research instrument was a questionnaire containing statements using a Likert Scale. Then the scores obtained are processed and converted into product assessment criteria.

Reasearch Result : Pecah Piring Sintren (PPS) game products obtain a final rating of 91.2% or "Very Good" category, thus it can be stated that PPS games are very suitable to be used as game models that have the potential to develop gross motor skills of children aged 9-12 years at Widarapayung Wetan 02 Elementary School.

Conclusion : The game of Pecah Piring Sintren (PPS) is very suitable for children aged 9-12 years.

Keywords: Pecah Piring Sintren, Traditional Game