

**GAME OF "PETUALANGAN DUNIA SABUN" AS A LEARNING
MEDIA HANDWORK USING A SOAP IN
SD BAYAN PURWOREJO**

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ABSTRACT

Diarrhea is one of the world's health problems. General health problems are related to the habit of washing hands with soap. The knowledge of school children about the importance of washing hands is only 5% who know how to do it. So that researchers are interested in making the game "Petualangan Dunia Sabun" which contains the importance of washing hands with soap and knowing students' responses to the elements contained in the game.

This type of research is a descriptive study with a survey method. The research subjects were students of class III and IV with sampling by simple random sampling. The data collection technique uses an open questionnaire and the data analysis obtained is then included in the table and analyzed descriptively.

The results of this study are that the responses of students to the writing in the game "Petualangan Dunia Sabun" in general a number of 20 students (50%) answered well, the letters number 21 students (52.5%) answered well and interestingly, for the image size of 21 students (52.5%) answered that they were large enough, for colors in general a number of 15 students (37.5%) answered were good, and the size of a box of 27 students (67.5%) answered as they wished.

The results of the study showed that there were responses from respondents about the game "Petualangan Dunia Sabun The game can also be used as a learning medium for school teachers to be able to carry out CTPS after activities in elementary school students.

Keywords: *Petualangan Dunia Sabun, Response, CTPS*

**PERMAINAN “PETUALANGAN DUNIA SABUN” SEBAGAI MEDIA
PEMBELAJARAN CUCI TANGAN PAKAI SABUN
DI SD BAYAN PURWOREJO**

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INTISARI

Penyakit diare merupakan salah satu masalah kesehatan masyarakat di dunia. Masalah kesehatan umum berkaitan dengan kebiasaan cuci tangan pakai sabun. Pengetahuan anak sekolah tentang pentingnya mencuci tangan hanya 5% yang tahu bagaimana cara melakukannya. Sehingga peneliti tertarik untuk membuat permainan “Petualangan Dunia Sabun” yang berisi pentingnya cuci tangan pakai sabun dan mengetahui tanggapan siswa terhadap unsur yang terdapat pada permainan tersebut.

Jenis penelitian ini merupakan penelitian deskriptif dengan metode survei. Subyek penelitian adalah siswa kelas III dan IV dengan pengambilan sampel secara *simple random sampling*. Teknik pengumpulan data menggunakan kuesioner terbuka dan analisis data yang didapatkan dimasukkan tabel kemudian dianalisis secara deskriptif.

Hasil penelitian ini yaitu tanggapan dari siswa terhadap tulisan dalam permainan “Petualangan Dunia Sabun” secara umum sejumlah 20 siswa (50%) menjawab bagus, terhadap huruf sejumlah 21 siswa (52,5%) menjawab bagus dan menarik, untuk ukuran gambar sejumlah 21 siswa (52,5%) menjawab sudah cukup besar, untuk warna secara umum sejumlah 15 siswa (37,5%) menjawab sudah bagus, serta ukuran kotak sejumlah 27 siswa (67,5%) menjawab sudah sesuai keinginan.

Hasil penelitian menunjukkan bahwa ada tanggapan responden tentang permainan “Petualangan Dunia Sabun”. Permainan sekaligus dapat dijadikan sebagai media pembelajaran bagi guru sekolah untuk dapat melaksanakan CTPS setelah beraktifitas pada siswa sekolah dasar.

Kata Kunci: *Petualangan Dunia Sabun, Tanggapan, CTPS*