

**SANITASI BOARD GAME CAN INCREASE ELEMENTARY SCHOOL
STUDENTS KNOWLEDGE ABOUT DIARRHEA DISEASE:
A SYSTEMATIC LITERATURE REVIEW**

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ABSTRACT

Background: One of the health problems in the form of infectious disease is diarrhea. Diarrhea can be experienced by all age groups. The group of children is the age group that is vulnerable and suffers the most from diarrhea due to a weak immune system due to lack of knowledge about the disease. Provision of knowledge to elementary school children can be done by way of health education. Health education can be provided from a variety of methods and intervention media.

The purpose of study: For knowing information about the role of extension media on the knowledge of elementary school students about diarrheal disease through journal reviews, with the use of media proposed by sanitation board game researchers.

The method: This study is a systematic literature review with a population of all journals or articles that discuss the role of the extension media on the knowledge of elementary school students about diarrheal diseases, while a sample of 13 literature / reference is 10 literature and 3 standard literature. Data were analyzed descriptively then conclusions were drawn.

The result: Obtained the characteristics of 10 journals / articles about the role of extension media on the knowledge of elementary school students through a journal review with the media proposed by researchers sanitation board game.

Conclusion: Origin of journals from Indonesia (60%), with 20% of journal sources, namely JIM KESMAS, KESMAS and Indian Journal of Public Health Research & Development, most quasi-experimental research methods (40%) with one-group research designs pretest-posttest design (60%), most of the research subjects were elementary school students grade V (50%), the most widely used extension media were educational games (30%) & counseling (30%), 70% showed meaningful results the statistics and media used have the same characteristics as the researcher's proposed media.

Keyword: Elementary school students, Diarrheal diseases, Counseling about diarrhea, Board game

**SANITASI BOARD GAME DAPAT MENINGKATKAN PENGETAHUAN
SISWA SEKOLAH DASAR TENTANG PENYAKIT DIARE :
A SYSTEMATIC LITERATURE REVIEW**

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ABSTRAK

Latar belakang : Salah satu gangguan kesehatan berupa penyakit menular adalah diare. Diare dapat dialami oleh semua kelompok umur. Kelompok anak-anak merupakan kelompok usia yang rentan dan paling menderita akibat diare karena sistem kekebalan tubuh yang masih lemah karena kurangnya pengetahuan tentang penyakit tersebut. Pemberian pengetahuan kepada anak sekolah dasar dapat dilakukan dengan cara penyuluhan kesehatan. Penyuluhan kesehatan dapat diberikan dari berbagai macam metode dan media intervensi.

Tujuan : Mengetahui informasi tentang peran media penyuluhan terhadap pengetahuan siswa sekolah dasar tentang penyakit diare melalui *review* jurnal, dengan penggunaan media usulan peneliti sanitasi *board game*.

Metode: Penelitian ini adalah *systematic literature review* dengan populasi semua jurnal atau artikel yang membahas mengenai peran media penyuluhan terhadap pengetahuan siswa sekolah dasar tentang penyakit diare, sedangkan sampel sejumlah 13 literatur/referensi yaitu 10 *literature* dan 3 *literature* standar. Data dianalisis secara deskriptif lalu diambil kesimpulan.

Hasil: Didapatkan karakteristik dari 10 jurnal/artikel tentang peran media penyuluhan terhadap pengetahuan siswa sekolah dasar melalui *review* jurnal dengan media usulan peneliti yaitu sanitasi *board game*.

Kesimpulan: Asal jurnal dari negara Indonesia (60%), dengan nama sumber jurnal masing-masing 20% yaitu JIM KESMAS, KESMAS dan *Indian Journal of Public Health Research & Development*, metode penelitian sebagian besar *quasi eksperimen* (40%) dengan desain penelitian *one-group pretest-posttest design* (60%), sebagian besar subyek penelitian adalah siswa sekolah dasar kelas V (50%), media penyuluhan yang banyak digunakan adalah permainan edukatif (30%) & penyuluhan (30%), 70% menunjukkan hasil yang bermakna secara statistik dan media yang digunakan memiliki karakteristik yang sama dengan media usulan peneliti.

Kata kunci: Siswa sekolah dasar, Penyakit diare, Penyuluhan tentang diare, *Board game*.

