

THE IMPACT OF EDUCATIONAL COUNSELING, THE MONOPOLY GAME, AND QUESTION CARDS (KARPET) ON ENHANCING STUDENTS' KNOWLEDGE, ATTITUDES, AND WASTE-SORTING BEHAVIOUR AT SDN PLAOSAN 1

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ABSTRACT

Background: Waste is a serious problem in Indonesia, including in Yogyakarta City, which has a high waste volume. According to Minister of Health Decree No. 852/Menkes/SK/IX/2008, waste management is one of the pillars of the Integrated Waste Management System (STBM), which encourages behavioral change through waste sorting at the source. Early education is crucial, given that children act as agents of behavioral change in their environment. However, a survey at SDN Plaosan 1 showed that students had not yet separated their waste. Organic and inorganic waste were still mixed, causing odors and a less than clean school environment. This indicates that students' knowledge, attitudes, and practices regarding waste sorting are still low.

Objective: To determine the effect of outreach, monopoly, and Question Cards (Carpets) on improving waste sorting knowledge, attitudes, and practices among students at SDN Plaosan 1.

Method: This study used a quasi-experimental approach with a pretest-posttest design.

Results: Overall testing showed no significant effect on the knowledge variable for any media ($p\text{-value} > 0.05$). However, there is a significant influence on the variables of attitude and practice towards media monopoly and media practices KARPET and powerpoint ($p\text{-value} < 0.05$). Although the powerpoint media is not statistically significant on knowledge, the average difference shows the highest increase. Based on the mean rank, media monopoly is better at forming positive attitudes, while powerpoint media is better at improving students' waste sorting practices. However, statistically, no media is more effective.

Conclusion: There is an influence of counseling, monopoly, and question cards (Karpet) on some variables of knowledge, attitude, and practice of waste sorting in students at SDN Plaosan 1.

Keywords: question cards, monopoly, waste sorting, counseling

PENGARUH PENYULUHAN, MONOPOLI, DAN KARTU PERTANYAAN
(KARPET) TERHADAP PENINGKATAN PENGETAHUAN,
SIKAP, DAN PRAKTIK PEMILAHAN SAMPAH
PADA SISWA SDN PLAOSAN 1

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INTISARI

Latar Belakang : Sampah merupakan masalah serius di Indonesia, termasuk di Kota Yogyakarta yang memiliki volume sampah tinggi. Sesuai dengan Kepmenkes No. 852/Menkes/SK/IX/2008, pengelolaan sampah menjadi salah satu pilar STBM yang menekankan perubahan perilaku melalui pemilahan sejak dari sumber. Edukasi sejak dini penting dilakukan, mengingat anak-anak berperan sebagai agen perubahan perilaku di lingkungan sekitarnya. Namun, survei di SDN Plaosan 1 menunjukkan siswa belum melakukan pemilahan sampah, sampah organik dan anorganik masih tercampur sehingga menimbulkan bau dan kondisi lingkungan sekolah kurang bersih. Hal ini menunjukkan pengetahuan, sikap, dan praktik siswa terkait pemilahan sampah masih rendah.

Tujuan : Mengetahui pengaruh penyuluhan, monopoli, dan Kartu Pertanyaan (Karpet) terhadap peningkatan pengetahuan, sikap, dan praktik pemilahan sampah pada siswa di SDN Plaosan 1.

Metode : Pada penelitian ini menggunakan jenis penelitian *Quasi Experiment* dengan penelitian *pretest-posttest design*.

Hasil : Mayoritas pengujian menunjukkan tidak terdapat pengaruh signifikan pada variabel pengetahuan untuk semua media ($p\text{-value} > 0,05$). Namun, terdapat pengaruh signifikan pada variabel sikap dan praktik untuk media monopoli dan praktik bermedia KARPET serta powerpoint ($p\text{-value} < 0,05$). Meskipun media powerpoint tidak signifikan secara statistik pada pengetahuan, mean difference menunjukkan peningkatan tertinggi. Berdasarkan mean rank, media monopoli lebih baik dalam membentuk sikap positif, sementara media powerpoint lebih baik meningkatkan praktik pemilahan sampah siswa. Namun secara statistik, tidak terdapat media yang lebih efektif.

Kesimpulan : Terdapat pengaruh penyuluhan, monopoli, dan kartu pertanyaan (Karpet) pada sebagian variabel pengetahuan, sikap, dan praktik pemilahan sampah pada siswa di SDN Plaosan 1.

Kata Kunci : kartu pertanyaan, monopoli, pemilahan sampah, penyuluhan