

PENGARUH METODE EDUKASI DENGAN MENGGUNAKAN PERMAINAN ULAR TANGGA TERHADAP PENGETAHUAN TENTANG UPAYA PENCEGAHAN COVID-19 PADA ANAK USIA SEKOLAH DASAR DI TPQ AR-ROHMAT DS. SEMANDING KEC. SEMANDING KAB. TUBAN

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Abstrak

Upaya pencegahan penularan dan penyebaran COVID-19 salah satunya dengan Edukasi. Edukasi pada anak dapat menggunakan media permainan. Media ular tangga juga dapat dijadikan sebagai salah satu media alternatif untuk memberikan edukasi pada anak-anak untuk meningkatkan pengetahuan tentang pencegahan penularan dan penyebaran COVID-19. Mengetahui Pengaruh Metode Edukasi dengan Menggunakan Permainan Ular Tangga Terhadap Pengetahuan tentang Upaya Pencegahan COVID-19 pada Anak Usia Sekolah Dasar di TPQ Ar-Rohmat DS. Semanding Kec. Semanding Kabupaten Tuban. Jenis penelitian ini yang digunakan penelitian ini adalah eksperimen semu (*quasi exsperiment*), rancangan penelitian menggunakan *pre-test and post-test group*. Pelaksanaan penelitian dilaksanakan pada tanggal 23 Maret 2021 – 31 Maret 2021. Populasi penelitian ini adalah seluruh santri usia 7 sampai 8 tahun TPQ Ar-Rohmat yang berjumlah 30 santri. Data terkumpul kemudian dianalisis dengan menggunakan *Uji Paired Sample T Test*. diperoleh nilai Mean pengetahuan santri pada kelompok eksperimen pada *pre test* sebesar 8,13 standar deviasi 1,727 setelah diintervensi dengan permainan ular tangga nilai Meannya 13,33 standar deviasi 1,447. Perubahan pengetahuan kelompok eksperimen signifikan dengan nilai sig. kelas eksperimen sebesar $0,000 < 0,05$, maka H_0 ditolak dan H_a diterima artinya ada pengaruh Metode Edukasi dengan Menggunakan Permainan Ular Tangga Terhadap Pengetahuan tentang Upaya Pencegahan COVID-19 pada Anak Usia Sekolah Dasar. Terdapat pengaruh metode edukasi permainan ular tangga terhadap pengetahuan tentang upaya pencegahan COVID-19.

Kata Kunci: Media, Permainan Ular Tangga, Pengetahuan, COVID-19, Santri

**THE EFFECT OF EDUCATION METHODS USING GAMES
SNAKES AND LADDERS AGAINST KNOWLEDGE ABOUT COVID-19 PREVENTION
EFFORTS IN ELEMENTARY SCHOOL-AGE CHILDREN AT TPQ AR-ROHMAT
SEMANDING VILLAGE, SEMANDING DISTRICT, TUBAN REGENCY**

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Abstract

One of the efforts to prevent the transmission and spread of COVID-19 is through education. Education in children can use game media. The snake and ladder media can also be used as an alternative media to provide education to children to increase knowledge about preventing the transmission and spread of COVID-19. To determine the effect of educational methods using snake and ladder games on knowledge about efforts to prevent COVID-19 in elementary school aged children at TPQ Ar-Rohmat. This research type used in this research is quasi-experimental (quasi experiment), research design using pre-test and post-test group. The research was carried out on March 23, 2021 - March 31, 2021. The population of this study were all students aged 7 to 8 years TPQ Ar-Rohmat, totaling 30 students. The collected data were then analyzed using Paired Sample T Test. The mean value of knowledge of students in the experimental group in the pre test was 8.13 standard deviation 1.727 after intervening with the game of snakes and ladders, the mean value was 13.33 standard deviation 1.447. The change in the experimental group's knowledge was significant with sig. the experimental class is 0,000 < 0.05, then H_0 is rejected and H_a is accepted, meaning that there is an effect of the Educational Method Using the Snake and Ladder Game on Knowledge about COVID-19 Prevention Efforts in Elementary School-aged Children. There is an effect of the snake and ladder game education method on knowledge about efforts to prevent COVID-19.

Keywords: Snake and Ladder Game Media, Knowledge, COVID-19 , and students