

Dhita Amellya Agestina, 2025. *Pengembangan Media Kebersihanku Sebagai Upaya Pembiasaan Hidup Bersih Sehat Anak Usia Dini*. Skripsi, Progam Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Banyaknya masalah kebersihan yang terjadi di Kabupaten Bangkalan, memberikan dampak pada anak-anak. Kurangnya kesadaran masyarakat terhadap kebersihan lingkungan terutama dalam pengelolaan sampah, dapat mengakibatkan anak-anak meniru apa yang dilakukan orang dewasa disekitarnya, seperti membuang sampah sembarangan. Penelitian ini bertujuan untuk mengembangkan media permainan edukasi Kebersihanku sebagai upaya pembiasaan hidup bersih sehat pada anak usia dini. Penelitian ini menggunakan model Borg & Gall dengan menggunakan 10 tahapan diantaranya: melakukan penelitian dan pengumpulan informasi, melakukan perencanaan, mengembangkan bentuk awal suatu produk, uji lapangan tahap awal, revisi produk utama, uji coba lapangan utama, revisi produk operasional, uji lapangan operasional, revisi produk final, penyebaran dan implementasi. Penelitian pengembangan ini dilakukan di TK Siti Khodijah NU Klampis Timur pada anak usia 5-6 tahun dengan subjek penelitian 30 anak. Teknik pengumpulan data menggunakan angket ahli materi, ahli media, respon anak, dan capaian anak/efektivitas. Hasil penelitian dan pengembangan ini menunjukkan bahwa nilai yang diperoleh media permainan edukasi Kebersihanku dari uji coba ahli materi sebesar 94%, ahli media sebesar 81,5%, uji lapangan tahap awal sebesar 90%, uji coba lapangan utama sebesar 96,9%. Berdasarkan hasil uji coba yang telah dilakukan dapat disimpulkan bahwa media permainan edukasi Kebersihanku mendapatkan kualifikasi “Sangat Tinggi, Sangat Layak, tidak perlu direvisi” dan permainan layak digunakan. Pada uji efektivitas media permainan edukasi Kebersihanku menggunakan perhitungan Uji Mann Whitney U Test mendapat nilai Asymp. Sig. (2-tailed) 0,000. Karena 0,000 lebih kecil dari 0,05, maka dapat disimpulkan bahwa terdapat perbedaan yang signifikan antara hasil posttest kelompok kontrol dan kelompok eksperimen, yang artinya H_0 diterima dan H_a ditolak.. Maka terdapat perbedaan pengetahuan anak mengenai PHBS antara kelompok eksperimen yang diberikan *treatment* menggunakan permainan edukasi Kebersihanku dengan kelompok kontrol yang tidak menggunakan permainan edukasi Kebersihanku.

Kata kunci: Anak Usia Dini, Pembiasaan Hidup Bersih Sehat, Permainan edukasi.

Dhita Amellya Agestina, 2025. *Development of the My Cleanliness Media as an effort to cultivate healthy and clean living habits in early childhood*. Thesis, Early Childhood Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura.

Supervisor: Dias Putri Yuniar, S.Pd, M.Pd.

ABSTRACT

The many hygiene problems that occur in Bangkalan Regency have an impact on children. Lack of public awareness of environmental cleanliness, especially in waste management, can result in children imitating what adults do around them, such as littering. This study aims to develop educational game media Kebersihanku as an effort to instill a habit of clean and healthy living in early childhood. This study uses the Borg & Gall model using 10 stages including: conducting research and information collection, planning, developing the initial form of a product, initial field testing, main product revision, main field testing, operational product revision, operational field testing, final product revision, dissemination and implementation. This development research was conducted at Siti Khodijah NU Klampis Timur Kindergarten on children aged 5-6 years with 30 research subjects. The data collection technique used a questionnaire from material experts, media experts, children's responses, and children's achievements/effectiveness. The results of this research and development show that the value obtained by the Kebersihan educational game media from the material expert trial was 94%, media experts were 81.5%, the initial field test was 90%, and the main field test was 96.9%. Based on the results of the trials that have been carried out, it can be concluded that the Kebersihan educational game media received the qualification "Very High, Very Appropriate, no need to revise" and the game is suitable for use. In the effectiveness test of the Kebersihan educational game media using the Mann Whitney U Test calculation, the Asymp. Sig. (2-tailed) value was 0.000. Because 0.000 is smaller than 0.05, it can be concluded that there is a significant difference between the posttest results of the control group and the experimental group, which means H_a is accepted and H_o is rejected. So there is a difference in children's knowledge about PHBS between the experimental group that was given treatment using the Kebersihan educational game and the control group that did not use the Kebersihan educational game.

Keywords: Early Childhood, Healthy and Clean Living Habits, Educational Games.