

**ABSTRAK****PENGEMBANGAN MODUL PERMAINAN TRADISIONAL UNTUK  
MENUMBUHKAN KARAKTER SIKAP HORMAT PADA ANAK USIA 6-8  
TAHUN**

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Penelitian ini dilatarbelakangi oleh menurunnya sikap hormat anak kepada orang lain. Penelitian ini bertujuan untuk mengembangkan modul permainan tradisional untuk karakter sikap hormat anak usia 6-8 tahun. Metode yang digunakan dalam penelitian ini adalah penelitian dan pengembangan. Penelitian ini melibatkan enam guru dari berbagai daerah untuk mengetahui analisis kebutuhan, tujuh validator modul untuk *expert judgement*, dan enam anak untuk uji coba modul secara terbatas.

Hasil penelitian menunjukkan bahwa. 1) Modul permainan tradisional untuk mengembangkan karakter sikap hormat untuk anak usia 6-8 tahun dikembangkan berdasarkan langkah-langkah dalam metode *ADDIE*, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*, 2) kualitas modul permainan tradisional berdasarkan hasil validasi oleh ahli adalah “sangat baik” dan rekomendasi “Tidak perlu revisi”. Hasil uji validitas permukaan untuk keterbacaan dan kelengkapan adalah “sangat baik” dengan skor 3,84. Hasil uji validitas isi menunjukkan kualitas “sangat baik” dengan skor 3,80. 3) Penerapan modul permainan tradisional berpengaruh terhadap karakter sikap hormat anak. Hasil uji *paired sample t test* menunjukkan rerata *posttest* ( $M = 0,967$ ,  $SE = 0,3073$ ) lebih tinggi dari skor *pretest* ( $M = 0,6833$ ,  $SE = 0,7032$ ), dan perbedaan skor tersebut signifikan dengan  $t = 5,534$  dan  $p < 0,05$ . Besar pengaruh adalah  $r = 0,93$  atau setara dengan 85, 97% yang termasuk kategori “efek besar”. Artinya, penerapan modul permainan tradisional dapat menjelaskan 85, 97% perubahan varian pada sikap hormat anak. Tingkat efektivitas ditunjukkan dengan *N-gain score* sebesar 79,16% yang termasuk ke dalam kategori “tinggi”.

**Kata kunci: permainan tradisional, karakter sikap hormat, modul.**

**ABSTRACT**  
**THE DEVELOPMENT OF TRADITIONAL GAMES MODULE TO  
DEVELOP RESPECT CHARACTER IN CHILDREN AGE 6-8 YEARS OLD**

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*This research was motivated by a decrease in the child's respect for others. This study aimed to develop traditional games for the character of respect for children aged 6-8 years. The method used in this research was research and development (R&D). This study involved six teacher from various regions to determine need analysis, seven module validators for expert judgement, and six children for limited trial modules.*

*The result showed that. 1) The traditional game module to develop character of respect for children aged 6-8 yers was developed based on the steps in the ADDIE method, namely Analyze, Design, Develop, Implement, and Evaluate. 2) The quality of the traditional game module based on the results of validation by experts was "very good" and recommendations "no need for revision". The surface validity test result for readability and completeness was "very good" with a score of 3.84. The results of the content validity test showed "very good" quality with a score of 3.80. 3) The application of traditional game modules affected the respect character of children. The results of the paired sample t-test showed that the posttest mean ( $M = 0.967$ ,  $SE = 0.3073$ ) was higher than the pretest score ( $M = 0.6833$ ,  $SE = 0.7032$ ), and the difference in these scores was significant with  $t = 5.534$  and  $p < 0.05$ . The magnitude of the effect was  $r = 0.93$  or equivalent to 85.97% which was included in the "large effect" category. This means that the application of traditional game modules can explain 85.97% of variance changes in children's respect. The level of effectiveness was indicated by an N-gain score of 79.16% which was included in the "high" category.*

**Keywords:** *traditional games, character of respect, module*