

ABSTRAK

“PENGEMBANGAN MODUL PERMAINAN TRADISIONAL UNTUK MENUMBUHKAN SIKAP TOLERAN ANAK USIA 9-12 TAHUN”

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Tujuan penelitian ini adalah untuk mengembangkan modul permainan tradisional untuk menumbuhkan karakter toleran anak usia 9-12 tahun. Metode yang digunakan adalah penelitian pengembangan (R&D). Penelitian ini melibatkan 5 guru dari berbagai daerah untuk analisis kebutuhan, 4 validator modul untuk memberikan expert judgement, dan 6 anak untuk uji coba modul secara terbatas.

Hasil penelitian adalah sebagai berikut: 1) Modul permainan tradisional untuk mengembangkan karakter toleran untuk anak usia 9-12 tahun dikembangkan berdasarkan langkah-langkah dalam ADDIE, yaitu Analyze, Design, Develop, Implement, dan Evaluate. 2) Kualitas modul permainan tradisional untuk pengembangan karakter toleran anak usia 9-12 tahun adalah “Sangat baik”. Hasil uji validitas permukaan menunjukkan skor 3,56 yang termasuk kategori “Sangat baik” untuk keterbacaan dan kelengkapan dan skor 3,73 yang termasuk kategori “Sangat baik” untuk karakteristik modul. Hasil uji validitas isi menunjukkan skor 3,77 yang termasuk kategori “Sangat baik”. Rerata total hasil validasi melalui *expert judgement* oleh 5 validator menunjukkan kualitas “Sangat baik” dengan rekomendasi “Tidak perlu revisi”. 3) Penerapan modul permainan tradisional berpengaruh terhadap karakter toleran. Penerapan modul permainan tradisional berpengaruh terhadap karakter toleran anak usia 9-12 tahun. Hasil uji signifikansi dengan *Wilcoxon test* menunjukkan skor *posttest* ($Mdn = 1,00$) lebih tinggi dari skor *pretest* ($Mdn = 0,65$). Perbedaan skor tersebut signifikan dengan $z = -2,207$ dan $p = 0,027$ ($p < 0,05$). Dengan demikian H_{null} ditolak. Artinya, penerapan modul permainan tradisional berpengaruh terhadap karakter toleran anak.

Besar pengaruh tersebut (*effect size*) sebesar $r = 0,63$ yang masuk kategori efek besar atau setara dengan pengaruh 40,59%. Artinya, penerapan modul permainan tradisional dapat menjelaskan 40,59% perubahan varian pada karakter toleran. Efektivitas penerapan modul tersebut menunjukkan nilai *N-gain score* sebesar 90,27% yang setara dengan tingkat efektivitas “menengah” atau moderat.

Kata kunci: permainan tradisional, karakter toleran, modul

ABSTRACT**"DEVELOPING A TRADITIONAL GAME MODULE TO GROW TOLERANCE ATTITUDES OF CHILDREN AGE 9-12 YEARS OLD"**

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The purpose of this research was to develop a traditional game module to foster a tolerance character for children aged 9-12 years. The method used was research and development (R&D). This study involved 5 teachers from various regions for needs analyzed, 4 module validators to provide expert judgment, and 6 children for limited module trials.

The results showed: 1) The traditional game module to develop tolerance characters for children aged 9-12 years was developed based on the steps in ADDIE, namely Analyze, Design, Develop, Implement, and Evaluate. 2) The quality of traditional game modules for the development of tolerance character for children aged 9-12 years was "Very good". The result of the surface validity test shows a score of 3.56 which was included in the "very good" category for readability and completeness and a score of 3.73 which was in the "very good" category for the module characteristics. The results of the content validity test showed a score of 3.95 which was included in the "Very Good" category. The total mean of validation results through expert judgment by 5 validators showed "Very Good" quality with a recommendation "No need for revision". 3) The application of traditional game modules affected the character of tolerance. The application of traditional game modules affected the tolerance character of children aged 9-12 years. The results of the significance test with the Wilcoxon test showed that the posttest score ($Mdn = 1.00$) was higher than the pretest score ($Mdn = 0.65$). The difference in score was significant with $z = -2.207$ and $p = 0.027$ ($p < 0.05$). H_{null} was rejected. That was, the application of traditional game modules affected the character of children's tolerance.

The effect size was $r = 0.63$ which was included in the large effected category or equivalent to the effected of 40,59%. This means that the application of a traditional game module could explained 40,59% of the variance change in tolerance characters. The effectiveness of the application of the module shows an N-gain score of 90,27% which was equivalent to the "medium" level of effectiveness.

Keywords: *traditional games, tolerance character, module*

