

# Teacher Assistance in using Educational Game-Based Tools Six Aspects of Child Development in Salsa Kindergarten the Village of the Cinta Rakyat, District Percut Sei Tuan, Deli Serdang

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## Abstract

*Quality education requires teachers who understand the needs of early childhood to achieve a level of developmental achievement that is appropriate for their age. Besides qualified teachers, interesting learning is also needed for children through objects that are concretely present in the midst of children. The purpose of this service is to provide guidance and assistance for PAUD teachers in the use of educational game tools appropriate to stimulate six aspects of child development in Salsa Kindergarten in Percut Sei Tuan District. The educational game tool used is called Magic BABO (Block Book). In particular, the purpose of this service is divided into two forms (1) the use of the Magic BABO educational game tool (2) Assessment of early childhood development. The method of implementing service activities is carried out gradually and continuously and comprehensively through continuous mentoring activities and simulations of Magic BABO educational game tools based on six aspects of early childhood development. The results of this mentoring are moral in the form of increasing teacher skills in using Magic BABO educational tools, increasing teacher knowledge in preparing assessments based on six aspects of child development, physical results are the existence of Magic BABO educational tools based on six aspects of early childhood development that can be used by the teacher in the implementation of learning.*

## Keywords

mentoring; magic BABO educational game tool; assessment



## I. Introduction

Law of the Republic of Indonesia No. 20 of 2003 concerning the National Education System Chapter 1 Article I Paragraph I states that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character. , as well as the skills needed by himself, society, nation and state.

In Kepmendikbud No. 0486/U/1992 CHAPTER II Article 3 Paragraph 1 states that the purpose of organizing Salsa Kindergarten is to help lay the foundation for the development of attitudes, behavior, knowledge, skills, and creativity of students for further growth and development. Creating quality education requires teachers who understand the needs of early childhood to achieve a level of developmental achievement that is appropriate for their age. Besides qualified teachers, interesting learning is also needed for children through objects that are concretely present in the midst of children.

Education is a very important human need because education has a duty to prepare Human Resources (HR) for the development of the nation and state (Pradana *et al*, 2020). According to Astuti *et al* (2019) Education is an obligation of every human being that must

be pursued to hold responsibilities and try to produce progress in knowledge and experience for the lives of every individual. Education is one of the efforts to improve the ability of human intelligence, thus he is able to improve the quality of his life (Saleh and Mujahiddin, 2020). Education is a conscious effort made by adults for human maturity which is carried out in the process of teaching and learning activities, both formally and informally. Education is expected to be able to answer all the challenges of the times and be able to foster national generations, so that people become reliable and of high quality, with strong characteristics, clear identities and able to deal with current and future problems (Azhar, 2018).

Education for early childhood is a fun education with the principle of learning through play. Play activities carried out by children while at school have also been shown to be one of the factors that can optimize children's literacy development (Pyle et al., 2018). According to Soetjningsih, (2012: 221) one of the characteristics of play is that playing is done voluntarily without coercion, is always fun, creates joy or enjoyment, and stimulates other behaviors. When playing activities, children are expressing their thoughts, desires, feelings, establishing social relationships with their environment and developing their social, cognitive, spiritual, moral and emotional abilities simultaneously. With the play process, learning will become more fun, interesting, easy to follow and understand by children. To support children in developing their abilities, teachers must be able to provide appropriate educational game tools.

Early childhood is a sensitive period in various aspects of development, namely the early period of developing physical, motor, language, social emotional, and cognitive abilities. Children develop very rapidly so that data collection on child development instruments uses more observational techniques that emphasize process, individual and qualitative nature. The aim is to help / know the general development of children in parenting, thinking and level of confidence.

Assessment of learning in the educational process is a component that cannot be separated from other components in teaching and learning activities in the classroom. Lara Firdani (2011) states that assessment is the process of collecting data in various ways about developmental aspects and indicators of ability that must be achieved according to the child's developmental stage. Assessment in early childhood does not only aim to find out how far the child is growing and developing. But it will also help the teacher in determining the solution to developmental and learning problems.

The results of observations made at the Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan Deli Serdang District, found that the main problems that became the main reference in the service were the reality faced in the field, the teacher had not implemented the use of media or educational game tools in every school learning process. This makes learning more academic and not done while playing, by prioritizing reading, writing and arithmetic to prepare children for elementary school level. In other words, the learning that has been carried out has not used a play approach, the use of learning media is still abstract, the learning process is still academic which emphasizes reading, writing and arithmetic, so there is a lack of use of educational game tools in the learning process.

Some of the obstacles that cause the problems mentioned above are that not all teachers have the same knowledge and understanding about creating and using educational game tools media. The limited number of teachers who can be sent to participate in training at the district level creates an imbalance in the knowledge and understanding of the teachers at Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan Deli Serdang District regarding the use of educational tools and appropriate assessments.

In other cases, schools do not have sufficient funds to provide special assistance for teachers so that this problem can be resolved. On this basis, the service team felt it was very necessary to carry out Assistance in the Use of Magic BABO (Balok Book) educational tools for Kindergarten Teachers in Salsa, Cinta Rakyat Village, Percut Sei Tuan District, Deli Serdang Regency. Through this activity, mentoring will be carried out for teachers to use the Magic BABO educational game tool and conduct appropriate assessments.

## **II. Research Methods**

Assistance in the use of educational game tools is carried out at the Salsa Kindergarten on Jalan Siliwagni No.25, Cinta Rakyat Village, Percut Sei Tuan District, Deli Serdang Regency, North Sumatra. The activity was carried out in several stages, namely the preparation stage, implementation of mentoring, simulation, and evaluation.

In the preparatory stage, the service team conducted initial observations to partner schools, made agreements on training and mentoring mechanisms, made modules and instruments for teacher assistance in the use of educational game tools based on six aspects of child development in Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan District, Deli Serdang Regency.

The implementation of teacher mentoring activities in the use of Magic BABO educational tools was carried out in 2 days, namely the Workshop on the first day with the delivery of teacher mentoring materials in the use of educational game tools based on six aspects of child development. The implementation of the Workshop on the second day with mentoring activities for the preparation of early childhood learning assessments.

The simulation of the use of Magic BABO educational tools is carried out by 3 teachers who have been determined to carry out Real Teaching in their respective classes as an implementation of the use of media for children's play tools. The service team also provides a little understanding of the assessment of children. Then the teachers fill out the assessment according to the child's ability after playing "Magic Babo".

The approach method is carried out based on the problems and achievement targets of each activity. Several approaches that will be used in this activity are mentoring, learning simulation. Each approach is carried out based on the objectives of the activities to be achieved.

## **III. Results and Discussion**

The preparation for this service activity was carried out starting in June 2021, with several series of activities as follows: Meeting of the service team with the principal and teachers of Salsa Kindergarten face to face while still adhering to the health protocol. Through this meeting, the results of the focus of the teacher's problems that will be solved are obtained, namely assisting teachers in the use of educational game tools based on six aspects of child development and making assessments for children. Preparation of documents/permits from LPPM Unimed for the service implementation process. Arrangement of meeting schedule.

The implementation of this community service activity is focused on assisting teachers in the use of educational game tools based on six aspects of child development and assistance in filling out assessments for children.

The mentoring begins with the presentation of the material as well as the opening of the activities carried out on August 6, 2021 in the living room of the Salsa Kindergarten.

This activity was attended by 12 Salsa Kindergarten Teachers representing each morning class and afternoon class. In this activity, the service team explained the material about the benefits of using educative game tools in learning and the importance of the teacher's ability to provide assessments of children's development.



*Figure 1. Submission of materials on the use of educational game tools and assessments*

Furthermore, the delivery of material on the use of media for educational games based on six aspects of child development to teachers at Salsa Kindergarten. The material on the use of educational game tools based on six aspects of child development contains about how to use educational game tools and the relationship of educational game tools to six aspects of child development. The purpose of giving this material is so that teachers at Salsa Kindergarten can understand educational game tools and understand how to develop the six aspects of children's development by using educational game tools.

Through the presentation of material delivered by the service team, teachers at Salsa Kindergarten were also accompanied by a service team in running or using educational games for children. Through this activity, teachers at Salsa Kindergarten can understand how to use educational game tools based on six aspects of child development.



*Figure 2. Assistance in the use of educational game tools*

The implementation of assistance in the preparation of the assessment was carried out on August 7, 2021 in the living room of the Salsa Kindergarten. This activity was attended by 3 Salsa Kindergarten Teachers who had previously attended workshops/assistance in the use of Magic Babo educational tool.

These teachers have been determined to carry out Real Teaching in the classroom as an implementation of the use of media for children's games. In this activity, material was given about assessment of child development through the use of educational game tools based on six aspects of child development by a service team to teachers at Salsa Kindergarten.



**Figure 3.** Assistance in the Preparation of the Assessment

At the evaluation stage, there is a brief explanation for each teacher who teaches in the class on the assessment that has been provided by the service team. At this activity meeting, teachers at Salsa Kindergarten accompanied by a team of service personnel will conduct real teaching to implement the results of the mentoring activities that have been carried out. Real teaching in the classroom will be held on August 7, 2021. Real teaching is carried out by 3 teachers in each class. Real teaching is done using educational game tools that have been provided by the service team and the teacher will make it happen to children.



**Figure 4.** Real Teaching Activities using the Magic Babo educational game tool

After the service team assisted the teachers in teaching by using the educational game tool "Magic Babo" that had been provided, the service team also provided a little understanding of the assessment of children. Then the teachers filled out the assessment according to the child's ability after playing "Magic Babo".



**Figure 5.** The teacher arranges the assessment Real Teaching results using the Magic Babo educational game tool

Based on observations and evaluations of the implementation of assistance in the use of the Magic Babo educational game tool and the preparation of assessments, there are several notes as follows.

1. Assistance in the use of educational game tools got Kindergarten a positive response from the Salsa Kindergarten teachers and the training was carried out well.
2. Mentoring participants understand the use of the Magic Babo educational game tool because of the good demonstration during hands-on practice.
3. The mentoring participants get Kindergarten knowledge and experience that is useful so it is hoped that mentoring for teachers can be carried out regularly and continuously.
4. The results of this mentoring are moral in the form of increasing teacher skills in using Magic BABO educational tools, increasing teacher knowledge in preparing assessments based on six aspects of child development, physical results are the existence of Magic BABO educational tools based on six aspects of early childhood development which are based on six aspects of early childhood development can be used by teachers in the implementation of learning.



*Figure 6. Delivery of the Magic Babo educational game tool at the Salsa Kindergarten, Cinta Rakyat Village*

#### **IV. Conclusion**

Teacher mentoring activities in the use of educational game tools based on six aspects of child development in Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan Deli Serdang District have provided additional knowledge and increased competence of Salsa Kindergarten teachers in Cinta Rakyat Village in the use of game tools education and assessment of child development.

Teacher mentoring activities in the use of educational game tools based on six aspects of child development in Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan Deli Serdang District have produced the following outputs; 1) Guidebook for using the educational game tool Magic Babo. 2) An assessment book on six aspects of child development. 3) Learning video on the use of Magic Babo's educational game tool.

#### **Thank You**

The author would like to thank the Medan State University and Salsa Kindergarten, Cinta Rakyat Village, Percut Sei Tuan District, Deli Serdang Regency.

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