

# RIELS-Journal Corry Restuina Turnitinn1

*by - -*

---

**Submission date:** 03-Jul-2023 07:24PM (UTC-0700)

**Submission ID:** 2125473086

**File name:** RIELS-Journal\_Corry\_Restuina\_Turnitinn1.docx (9.18M)

**Word count:** 1762

**Character count:** 10457

# Validity of Traditional Guidebooks for Character Education in Children Aged 4-6 Years

| Corry Restuina<sup>1</sup> | Anita Yus<sup>2</sup> | Daulat Saragi<sup>3</sup> |

<sup>1</sup>Pendidikan Dasar,  
Universitas Negeri Medan

<sup>2</sup>Pendidikan Dasar,  
Universitas Negeri Medan

<sup>3</sup>Pendidikan Dasar,  
Universitas Negeri Medan  
restuinacorry@gmail.com

## ABSTRACT

*This study aims to determine the validity of traditional play guidebooks as a character education strategy for children aged 4-6 years. The type of research used in this research is development with the ADDIE model. The data collection technique in this study validation. The result of the study show score of 3.50 for language validation which is in the very good category. Score 3.81 for design validation with every good category and score 3.58 for material validation with very guidebook can be used for learning.*

## KEYWORDS

*Character; Education; Traditional Games.*

## INTRODUCTION

Concurring to RI Law no. 20 of 2003 concerning the National Instruction Framework states that, instruction may be a cognizant and arranged exertion to make a learning air and learning handle so that understudies effectively create their potential to have devout otherworldly quality, self-control, identity, insights, respectable character, and the abilities required by themselves, society, country, and the state (Kurniawan, 2013: 25).

Early age is the foremost critical dan fundamental starting period within the whole extend of development and advancement of human life. This period is marked by different importand period that are fundamental within the following child's life until the ultimate period of its improvement (Nugraheni. 2021: 2579). One period that characterizes early childhood is the Brilliant period. Numerous od the concepts and truths found give an clarification of the brilliant period at an early age, in which all children's possibilities create the quickest. A few of the concepts compared for early childhood are investigation period, the touchy period, and the play period.

There are various kinds of games that can increase creativity, one of which is traditional games. Traditional games are symbols of knowledge passed down from generation and have various fuction or massages behind them. traditionals game are cultural products that have great value for children in the context of fantasizing, reaction, creating, exercising which are the same time a means of practicing socila life, skills, politenses and dexterity (Muhaniyah, et al., 2021:1).

Early Childhood Education (PAUD) is a ntitution s shaping children's character. The slogan "Learning while playing, playing while learning" s one of the principles applied n PAUD. By playing, children will be able to learn. Therefore, in this presentation the author will try to explain the benefits of traditional games in shaping the character of early childhood (Adi, et al., 2020: 34).

Character instruction is exceptionally vital for the life of the country, particularly in Indonesia, which compresses of different ethnic bunches, dialects, societies and religions. Implanting Character instruction that is beginning to fade and culture that beginning to be deserted Makes Instructors Feel Concerned. Learning in schools Moreover still centers and centers as it was on cognitive capacities, so that the character of understudies is not ideally created. Endeavors to Create Early Childhood Character Instruction Can Be Carried Out in

# RIELS-Journal Corry Restuina Turnitinn1

## ORIGINALITY REPORT

9%

SIMILARITY INDEX

9%

INTERNET SOURCES

3%

PUBLICATIONS

1%

STUDENT PAPERS

## PRIMARY SOURCES

1	<a href="http://journal2.um.ac.id">journal2.um.ac.id</a> Internet Source	3%
2	Submitted to Univerza v Ljubljani Student Paper	1%
3	<a href="http://journal.unnes.ac.id">journal.unnes.ac.id</a> Internet Source	1%
4	<a href="http://ijmmu.com">ijmmu.com</a> Internet Source	1%
5	Sindi Lestari, Rintis Rizkia Pangestika, Titi Anjarini. "Pengembangan RPP Model Discovery Learning Tema Daerah Tempat Tinggalku Pada Siswa Kelas IV Sekolah Dasar", <i>Journal of Digital Learning and Education</i> , 2021 Publication	1%
6	<a href="http://repository.usd.ac.id">repository.usd.ac.id</a> Internet Source	1%
7	<a href="http://docplayer.net">docplayer.net</a> Internet Source	<1%

8

ejournal2.undip.ac.id

Internet Source

<1 %

---

9

R Anggraini, Y Darvina, H Amir, M Murtiani, Y Yulkifli. "Electronic Module Design with Scientifically Character-Charged Approach on Kinematics Material Learning to Improve Holistic Competence of High School Students in 10th Grade", IOP Conference Series: Materials Science and Engineering, 2018

Publication

---

<1 %

---

Exclude quotes Off

Exclude matches Off

Exclude bibliography On