
Dolanan Bocah "Engklek" in Construct Words of Indonesian Language Learning at Primary Schools

Biya Ebi Praheto, Andayani, Muhammad Rohmadi, Nugraheni Eko Wardani

Doctoral Program of Indonesia Language Education Sebelas Maret University

biya_alfarizi@hotmail.com

ABSTRACT

The period of primary school age is a golden period with the stage of development of the concrete. At this time the child prefers to play so that learning is expected to make a child happy. On the other hand, many children today are not familiar with traditional games such as Engklek game. therefore, traditional games or dolanan bocah can be integrated into learning as Indonesia language learning. Expected by integrating dolanan bocah in learning, the child is more familiar with playing in the national culture of learning is construct words of Indonesian language learning. It makes learning more meaningful and innovative.

Keywords: Dolanan Bocah, Engklek, Traditional Games, Indonesia Language Learning

1. INTRODUCTION

Indonesian language as the national language is one of the subjects that appeared since kindergarten up to High school. Learning in primary schools is different from other education purposes. Learning must be adapted to the characteristics of primary school age children. In addition, the Indonesian language learning in primary schools have an important role in the development of language skills in the long term. That is because the primary school age children are in good golden period for cognitive development.

Indonesian language learning in primary schools is not separated from problems both internally and externally. Internal problems appears from within the students, while externally appears from teachers and learning materials. Although the Indonesian language as the national language, but the difficulties teachers to teach and students' difficulty to absorb the material well. Seeing this, the need for innovation in learning Indonesian language, especially Indonesian language learning in primary schools. The innovation must be adapted to the character of primary school age children. The game became one of the solutions in the Indonesian language learning so that students interested in following the lesson. Interest or motivation of student learning will be directly proportional to the results of student achievement. In line with this Buckby (1997: 1) states "Language learning is hard work. Games help and encourage many learners to sustain their interest and work. Also Games help the teacher to create Contexts in the which the language is useful and meanful. "It is generally understood that language learning is a difficult task. However, the game is able to help and encourage students to be able to maintain their interest in learning. In addition the game also helps the teacher to create a context in which the language is more useful and meaningful. On the other hand with the games students can participate actively to get a knowledge and experience learned directly. In addition, elementary school students are those who are undergoing developmental stages of childhood and into early adolescence. At the time of primary

school age, children are expected to acquire basic knowledge which is considered very important for the preparation and adaptation to life in adulthood. Kids are expected to acquire certain skills that include: a) skills to help themselves. At this time, the children were able to help themselves to adapt to its environment. He is able to solve its own problems so that it can integrate with its environment. b) social skills. At this time the children were able to socialize better with friends his age as well as with the older / younger than him. c) school skills. Children at this age able to go to school, to learn, and absorb the lessons. e) Skills play (Iskandarwassid, 2009: 139). At the age of primary school children, the children were able to play toys for their age.

The play has meaning for a child, as well as playground for children is an activity that is serious, but delightful. Through play activities, a variety of job realized. Playing is also an activity that is chosen by an child, because the fun is not because it will be the prize for the compliment. Playing is one of the main tools into practice for growing children. Play is the medium, in which the child try out, not only in his fantasy but also real active. When children play independently, own way and according its own pace, so he trains his ability.

By understanding the meaning of play for children, it can be concluded that the play is a necessity for child. By designing a particular subject to do while playing, children learn according with the demands of the level of development. In fact, if these needs are not met, there is one stage of development to function less well and this will not be the visible immediately, but will be seen later in the future if the child becomes a teenager. Arrange words into sentences is one of the basic material that appears in the lower grade of primary school. Functions in compiling the words into sentences is that the students know the function of these words. learning compose the word can be integrated with game that is traditional game of engklek. It is expected with the integration of engklek traditional game can help students to be more motivated in learning, understanding learning materials, as well as recognize and preserve one of the nation's culture.

2. DISCUSSION

a. *Dolanan bocah engklek*

Dolanan bocah is part of the traditional games that is destined for children. In the implementation of Dolanan boy usually accompanied by songs. As Hartiningsih (2015) mentions that in the group games psychomotor traditional children's songs game most poetic song attached with the motion of the game, meaning that the song is sung when the child play a game, or in other words as a song accompanist. Among the many songs children's games, such as "Cublak-Cublak Suweng", "Iilir-ilir", "Sluku-Sluku Bathok", "Padhang Bulan", "Dondhong Apa Salak", "Kupu Kuwi", and "Kuwi Apa Kuwi".

Dolanan bocah who is a traditional game is a game that comes from the tradition and culture in every region in Indonesia. Almost every region in Indonesia has a traditional game of their own. Some traditional Indonesian games, became very popular to play in other areas and even throughout Indonesia because the game is very pleasant and very easy to play, for example: congklak, ular naga, and petak umpet. Indonesian traditional games contains values that are very useful in the life of Indonesian society. The traditional game contains the values of honesty, teamwork, leadership, and sportsmanship (Cahyani, 2014). Using traditional Indonesian games in the classroom

makes the students more familiar with the culture of Indonesia and students can learn while playing and inculcate noble values embodied in the traditional game to the students.

Sedangkan *dolanan bocah engklek* menurut Gronje dalam Depdikbud (1998: 20) merupakan permainan yang berasal dari Hindustan dan dibawa atau diperkenalkan oleh orang-orang keling. Alat permainan ini terbuat dari biji atau batu. Permainan ini dilakukan secara perorangan. Selanjutnya menurut Husna (2009: 37), alat atau bahan yang digunakan dalam permainan engklek yaitu kapur tulis, pecahan genting atau keramik sebagai *gaco*. Menurutnya permainan ini dilakukan oleh 2 orang atau lebih dan biasanya tempat yang digunakan untuk bermain engklek adalah lapangan atau halaman rumah atau taman bermain.

While the *dolanan bocah engklek* according Gronje in the Depdikbud (1998: 20) is a game that comes from Hindustan and brought or introduced by the keling. This game instrument made from the seeds or stones. This game is done individually. Furthermore, according Husna (2009: 37), tools or materials used in the game of engklek that is chalk, broken tiles or ceramic as *gaco*. According to the game is performed by two persons or more and usually places used to play engklek is a field or yard or playground. Additionally, Dharmamulya (2005: 145) states that the game is called angklek because the game is done by doing engklek, which goes hopping on one foot. Engklek can be played anytime and anywhere. Time the game is not binding. There is also widespread opinion that the traditional game of engklek has the original name "Zondag Maandag" which is Dutch. So based on history is the traditional game of engklek into Indonesia when the Dutch colonized Indonesia (Pebryawan, 2015: 64). The traditional games are often played engklek advance by both girls and boys. However in recent times the traditional game is even more traditional games are becoming obsolete and being replaced with modern games based technology.



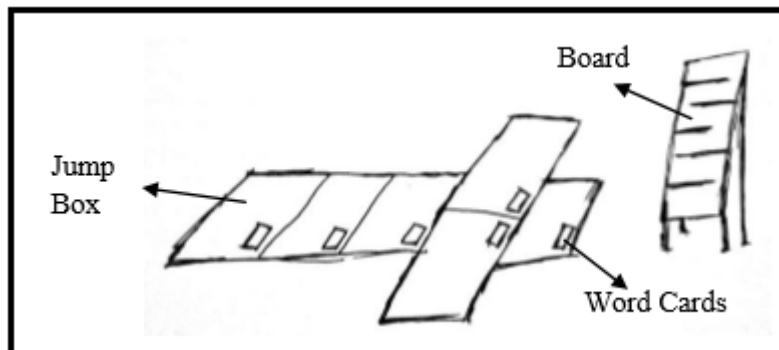
Picture 1 Boys Playing Engklek



Picturer 2. Girls Playing Engklek

b. Integration Dolanan Bocah "Engklek" in Learning Develop Words into Sentences Indonesian Language

Dolanan bocah engklek played with a variety of ways depending on the rules or existing agreement and match the images created engklek court, but in principle the same way to play is to jump into boxes or engklek courts. Husna (2009: 37-41) states that a player how to play engklek draw boxes and then throwing tiles (*gaco*) to the start box. Players do engklek from the beginning and then the player takes the last tile in the throwing and then back to the beginning again to keep doing engklek. Players disqualified and had to change the player if the player stepping on or off the line of the box, stepped on a box in which there are broken tiles, tiles throws out of the box should be, the feet do not stay engklek in the forbidden box jumps. Meanwhile, according to Pica (2012: 139-140), how to play this game is to draw the field or can use carpet squares laid out like a field engkle and children form a single line. The first child throwing a small stone into the box 1. He then jumped over the box, landing with one foot on the box 2. Jump to the box number 3 and 4 (landed on two feet, right foot in the right box and the left foot in the left box), Jump in box 5 with one foot and onwards towards the end of the box and turned to follow the same pattern. In simple terms, namely how to play engklek with slab *gaco* throw into the box which is already made. Then the player jumps with one foot goes into every box except boxes containing *gaco*. After that, the players return to the starting position by jumping through the boxes there and take *gaco*. Similarly, the next stage. If Integrate in learning Indonesian construct words, the game of engklek need to be modified to fit the learning. Modifications were located on each box by word card be prepared students as well as provide the board at the front of the box. It is shown in the picture below.



Picture 3. Field Engklek Modification

How to play engklek are integrated in learning construct words is a throw *gaco* to the start box. Players do engklek from the start by jumping over boxes containing *gaco*, having reached the end of a player jumping spinning back to the starting point and the player takes *gaco* that was thrown was at once took the word cards simultaneously *gaco* within a box. Furthermore, the card is given to the next player and the player throws *gaco* and doing engklek in accordance with the rules earlier. Having reached the end of the player pairing word cards on the board and then back to the starting point by Jump Box Word Cards Board taking *gaco* and word cards to be given to the next player. The next player throws *gaco* back and doing engklek simultaneously match the word on the board. The move continues until the card runs out and the the word are arranged into sentences

on the board. Players do not just put the cards on the board but also arrange them to form a correct sentence. Players disqualified and had to change the player if the player stepping on or off the line of the box, stepped on a box in which there *gaco*, *gaco* throws out of the box should be, the feet do not stay in the box forbidden engklek jump. Implementation of learning through the *dolanan bocah engklek* This can be done by a group system that can be made matches between groups in terms of the wording be correct sentences.

Through the *dolanan bocah engklek* these students will experience active learning through games. Students will feel happy in the game while learning at the same time. With increasing student activity is directly proportional to the achievement of the expected competence are taught that arrange the word into a sentence properly.

Conclusion

Indonesian language learning is considered difficult to be taught and learned will be easier through the game in learning. One of them by integrating traditional games or *dolanan bocah engklek* in learning construct words into sentences. With the integration of *dolanan bocah engklek*, students play in learning and learning how to suit the material being taught. On the other hand, traditional games can be preserved and recognized by the younger generation early on. So by integrating *dolanan bocah engklek* in learning construct words into sentences would impact both in terms of learning activities as well preservation of national culture.

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