ABSTRAK

EFEKTIVITAS PENYULUHAN MENGGUNAKAN METODE DEMONSTRASI DAN PERMAINAN PAGEM (PAPAN GEMBIRA) TERHADAP KETERAMPILAN MENYIKAT GIGI (Studi Pada Anak Prasekolah KB-RA Hidayatullah Surabaya)

Masalah: Keterampilan menyikat gigi anak prasekolah di KB-RA Hidayatullah masih rendah. **Tujuan:** Guna mengetahui efektivitas penyuluhan menggunakan metode demonstrasi dan permainan PAGEM (papan gembira) terhadap keterampilan menyikat gigi anak prasekolah di KB-RA Hidayatullah. **Metode:** Jenis penelitian ini adalah *Quasi Experiment* menggunakan rancangan penelitian *Pretest and Posttest Group Design.* Populasi dalam penelitian ini yaitu siswa TK B KB-RA Hidayatullah dengan jumlah responden 58 siswa. Instrumen pengumpulan data yang dipergunakan ialah lembar observasi. Teknik analisis data yang digunakan yaitu uji *Wilcoxon* dan uji *Mann-Whitney.* **Hasil:** Tidak ada perbedaan yang signifikan antara metode demonstrasi dan permainan PAGEM (papan gembira) terhadap keterampilan menyikat gigi anak prasekolah di KB-RA Hidayatullah dengan nilai signifikan adalah 0,644 ($p > 0,05$). **Kesimpulan:** Terdapat peningkatan keterampilan menyikat gigi sesudah diberikan penyuluhan menggunakan metode demonstrasi dan permainan PAGEM (papan gembira). Metode demonstrasi dan permainan PAGEM (papan gembira) sama efektif dalam meningkatkan keterampilan menyikat gigi siswa TK B KB-RA Hidayatullah Surabaya.

Kata Kunci : Keterampilan menyikat gigi, metode demonstrasi, permainan PAGEM

ABSTRACT

EFFECTIVENESS OF COACHING USING DEMONSTRATION METHODS AND PAGEM GAME (HAPPY BOARD) ON TEETH BRUSHING SKILLS (Study on Preschool Children of KB-RA Hidayatullah Surabaya)

Issue: Preschool children's tooth brushing skills at KB-RA Hidayatullah are low. Objective: To determine the effectiveness of counseling using demonstration methods and PAGEM (happy board) games on preschool children's tooth brushing skills at KB-RA Hidayatullah. Methods: This type of research is a Quasi Experiment using the Pretest and Posttest Group Design research design. The population in this study were kindergarten B students of KB-RA Hidayatullah with a total of 58 students. The data collection instrument used was an observation sheet. The data analysis techniques used were the Wilcoxon test and the Mann-Whitney test. Results: There is no significant difference between the demonstration method and the PAGEM (happy board) game on preschoolers' tooth brushing skills at KB-RA Hidayatullah with a significant value of 0.644 ($p > 0.05$). Conclusion: There is an increase in tooth brushing skills after counseling using the demonstration method and PAGEM (happy board) games. The demonstration method and PAGEM (happy board) game are equally effective in improving the teeth brushing skills of kindergarten B students at KB-RA Hidayatullah Surabaya.

Keywords: Tooth brushing skills, demonstration method, PAGEM game