

The Profile of Creative Art Craft-Based Games to Stimulate the Sense of Environmental awareness to Children

Oleh:

Nur Hayati, M.Pd, Ni Nyoman Seriati, M.Hum dan Lusi Nurhayati, M.App.Ling

Abstract

This study aims to: 1) identify types of creative art craft-based creative games which could stimulate the environmental awareness to children. 2) To analyze the effective stimulation technique through art craft based games to promote the environmental awareness to children.

This was a descriptive study which employed qualitative method in data collection. The subjects were the PAUD (Early Childhood Education) teachers and Kindergarten teachers in Ngemplak, Sleman, Yogyakarta. Purposive sampling was used. To gain the data, a set of questionnaire, and FGD (*Focus Group Discussion*) were used. The instruments were interview/FGD guide, observation guide, and questionnaire.

The results show that there were many types of art craft-based games found in kindergartens in Ngemplak. Based on the material, they can be categorized into natural material-based games, artificial material-based games, and mixed material-based games. Based the characteristics of creativity, the result of the games can be categorized into decoration, functional and construction. Based on technique used, they can be grouped into arranging, contracting, collage, sticking, folding, changing the old shape into a new one, with different function and printing.

The strategies used by the teachers to stimulate the awareness of the environment can be divided into two, the first is by setting routines and the second is by direct insertion during the game. The examples of the implementation are making all parties in the school to maintain the health of the environment, by classifying rubbish, using water wisely, avoid consuming instant foods at school, giving appraisal to the good things showed by the students. Meanwhile, the strategies used during the playing time are doing outdoor artcraft-based game, using songs, varying the material, function and technique, giving more freedom for the children to explore their aptitude and creativity in creating shapes, using things available near them, and providing helps.