

ABSTRAK

Novitria Ramadhani

PENGARUH TAYANGAN VIDEO ANIMASI KEMENKES “CUCI TANGAN PAKAI SABUN DENGAN AIR MENGALIR, YUK” DAN PERMAINAN *FLASHCARD* TERHADAP KEMAMPUAN CUCI TANGAN 6 LANGKAH (STUDI PADA SISWA DI SD MUHAMMADIYAH 22 SURABAYA)

xvi + 71 Halaman + 10 Tabel + 20 Lampiran

Beberapa penyakit yang diderita oleh anak akibat penularan bakteri melalui tangan karena rendahnya aktivitas cuci tangan yang baik dan benar, seperti diare, ISPA, dan cacingan. Penelitian ini bertujuan untuk mengetahui pengaruh tayangan media video animasi kemenkes “Cuci Tangan Pakai Sabun dengan Air Mengalir, Yuk” dan permainan *flashcard* terhadap kemampuan cuci tangan 6 langkah pada siswa sekolah dasar di SD Muhammadiyah 22 Surabaya. Desain penelitian menggunakan *pra-eksperimen one group pretest-posttest* dengan 70 siswa kelas 5 SD yang dipilih secara *Proportionate Stratified Random Sampling*. Variabel independent video animasi dan permainan *flashcard*, sedangkan variabel dependen adalah kemampuan cuci tangan 6 langkah. Data dikumpulkan menggunakan kuisioner dan lembar observasi yang dianalisis menggunakan uji *Wilcoxon* dan *Friedman Test*. Hasil penelitian menunjukkan terdapat peningkatan signifikan terhadap kemampuan cuci tangan 6 langkah meliputi pengetahuan, sikap, dan tindakan, dengan nilai (p value = $p < 0,05$). Kesimpulan pada penelitian ini yaitu terdapat pengaruh tayangan media video animasi kemenkes “Cuci Tangan Pakai Sabun dengan Air Mengalir, Yuk” dan permainan *flashcard* terhadap kemampuan cuci tangan 6 langkah pada siswa sekolah dasar di SD Muhammadiyah 22 Surabaya. Disarankan penggunaan kombinasi media video animasi dan permainan *flashcard* secara rutin dalam program promosi kesehatan di sekolah dasar.

Kata Kunci: Cuci tangan, perilaku, video animasi, *flashcard*

ABSTRACT

Novitria Ramadhani

THE EFFECT OF THE MINISTRY OF HEALTH'S ANIMATED VIDEO "WASH HANDS WITH SOAP WITH RUNNING WATER, COME ON" AND FLASHCARD GAME ON THE ABILITY TO WASH HANDS IN 6 STEPS (STUDY ON STUDENTS AT ELEMENTARY SCHOOLS MUHAMMADIYAH 22 SURABAYA)

xvi + 71 Pages + 10 Tables + 20 Appendices

Some diseases suffered by children due to bacterial transmission through the hands due to low good and correct hand washing activities, such as diarrhea, ISPA, and worms. This study aims to determine the effect of the Ministry of Health's animated video media show "Wash Hands with Soap with Running Water, Come on" and flashcard games on the ability to wash hands 6 steps in elementary school students at Elementary Schools Muhammadiyah 22 Surabaya. The research design used a pre-experiment one group pretest-posttest with 70 5th grade elementary school students selected by Proportionate Stratified Random Sampling. The independent variable is animated video and flashcard games, while the dependent variable is the ability to wash your hands 6 steps. Data were collected using questionnaires and observation sheets that were analyzed using the Wilcoxon and Friedman Test. The results of the study showed that there was a significant increase in the ability to wash hands in 6 steps including knowledge, attitudes, and actions, with a value ($p \text{ value} = p < 0.05$). The conclusion of this study is that there is an influence of the Ministry of Health's animated video media show "Wash Hands with Soap with Flowing Water, Yuk" and flashcard games on the ability to wash hands 6 steps in elementary school students at Elementary Schools Muhammadiyah 22 Surabaya. It is recommended to use a combination of animated video media and flashcard games regularly in health promotion programs in elementary schools.

Keywords: Hand washing, behaviour, animated video, flashcard