

ABSTRAK

SISWANTI PUJI INDRIYANI. ESTABLISHMENT OF STUDENT CHARACTER THROUGH TRADITIONAL GAMES IN SDN CERTIFICATE SUB DISTRICT QUARTER REGENCY OF KEBUMEN JAWA TENGAH. Thesis: Sports Science Sports Recreation Concentration, Faculty of Sport Science, Jakarta State University, August, 2017

Officially, the researcher conducted the research at SDN Serut Kec. Kuwarasan Kab. Kebumen with the aim of shaping the character of students through traditional games using action research method that is done for a month with meetings as much as dlan times divided by each meeting only done twice a week on Wednesday and Saturday.

This research is done because a lot of people in the city or village that left the ancestral heritage such as traditional games used in ancient society to fill the spare time and introduce the culture of the respective areas of the game.

Traditional games have never been known where they originally came from, formed by who or where they came from, but now traditional games have been widely developed by the government as one of the branches used in various celebrations and in various championships.

The lack of knowledge about the traditional game teachers who have many benefits one of them to form the character of students in SDN Serut, teachers in addition to lack of understanding of traditional games is also less attention to the innate character possessed students to better understand how to provide treatment and improve the character yag owned students.

Characters have many variations such as honesty, citizenship, discipline and responsibility. Students are still very bad for some characters that will be shaped by researchers as well as students still lack understanding of the various activities that reflect the character.

To form the character the researchers used 16 types of traditional games performed by using 4 types at each meeting in the first cycle, then in the second cycle the researchers repeat the game performed on the second cycle but with the method in pertandingan to more interesting and foster spirit, some games Done like concoction, jonjangan, sulamanda, dacon, bentengan, ula-ulaan, sinso, pelalan, battalion, slodokan, sumpringan, gacoan, gatengan, cat-kucingan, debudan, ling-si.

From two cycles conducted by researchers by shaping the character of students through the traditional game at SDN Serut Kec. Kuwarasan Kab. Kebumen Central Java hence obtained character increase by 40% from result of initial test done with 95% complete student that is 19 from 20 student, hence research stopped at second cycle because reach the result according to initial target.