

effectiveness of education

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The Effectiveness of Education in the Health of The use of the game snakes household in improving the knowledge of Students about the Behavior of life clean and Healthfully

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ABSTRACT

The Behavior of life clean and healthfully (PHBS) must be applied as early as possible so that it becomes a positive habit in maintaining health. The aim of PHBS for schools is to empower every student, teacher, and community of the school environment to know, want and be able to help themselves in the health sector by implementing PHBS and play an active role in realizing healthy schools. One way to improve students' knowledge about PHBS is through media educational games with one form of snake ladder games that contain PHBS material at school.

This research is a quantitative study with an experimental design design with nonequivalent control group design, the aim of which is to determine the effectiveness of health education media in the form of snakes and ladders compared to power point media in the control group in increasing children's knowledge about clean and healthy behavior in school at 33 / IX Penyengat Olak Muaro Jambi Elementary School.

The results of the analysis using a paired sample t-test showed a difference in the knowledge of respondents between before and after the intervention using the media of health education. Based on the statistical test with paired samples test the value of $p < 0,000 (< 0.05)$, while the difference in the average value of the increase in the intervention group's knowledge was 5.81, while the control group was 4.63 so that it can be concluded that the media of snakes and ladders is more effective power point in increasing the knowledge of students of SDN 33 / IV Penyengat olak Muaro Jambi.

Schools can work together with the Puskesmas through School Health Efforts to plan PHBS improvement programs in schools through a variety of varied playing media so that they can facilitate students in understanding the forms of clean and healthy living behavior with the concept of interactive play.

Keywords: The Media Game Snakes household, Student Knowledge, The Behavior of life clean and healthfully (PHBS)

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