



How does the ABC *lima dasar* game improve parent and children communication?

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Abstract

This research aims to improve communication between child and parent through the ABC *lima dasar* game. The research subjects were 15 children aged 5-6 years in Anjir Muara, South Kalimantan. This classroom action research uses the Kemmis-Taggart model for two cycles. Methods of data collection using observation and analysis descriptively. The results showed an increase in children's communication skills with their parents from cycles 1 to 2 to be more effective. Therefore, the ABC *lima dasar* game has become an alternative game to apply at preschool with parents. The effectiveness of the game if played at home can be studied further.

A. INTRODUCTION

Families are among the smallest communities and have a significant role in creating a larger community (Rita Maryana, 2013). The unified communication will determine the relationship between family members (Sutikno & Fathurrohman, 2007). Healthy and open communication is necessary to maintain a harmonious relationship between parents and children (Zaman, Saeful, 2010).

However, about 70 percent of parents said they allowed their children aged six months to 4 years to play with gadgets while doing household chores, and about 65 percent did the same to calm the child in public. Then one-quarter of parents admitted to leaving their children with gadgets at bedtime. Even though the bright screen on the gadget can damage the eyes and interfere with sleep, communication between parents and children will experience obstacles because children are happy with playing with digital and other electronic devices as material for their games. Children will often be angry and cannot be controlled by their will in digital design. Parents will find it challenging to accompany their children because they have been pampered with digital facilities in learning and

playing facilities. Thus, it is not uncommon for the emotional overflow of parents to be uncontrollable and even almost cause violence.

Communication is a very vital need for human life. Communication can be interpreted as a process of forming, conveying, receiving, and processing messages that occur within a person and or between two or more with a specific purpose. In general, communication can be interpreted as conveying a message by someone that contains meaning to others. Effective communication and different busyness between children and parents sometimes result in us rarely communicating with children. Therefore, it would be better to carry out joint activities by knowing the child's interests. Children will be happy when parents accompany and play with them so that children will be released from digital.

One of the strategies is by playing the traditional game together so that the effective communication of parents and children can go well. ABC Five Basic is a traditional game that was very popular in the 1990s. It is an educational game that is fun and easy to play because it does not require special tools or objects, only a finger as a calculation. This activity will bring the emotional connection of parents and children closer together.

The state the art from this study the author took from previous research that can be used as a reference and comparison of this study states that there is a strong relationship between ABCD games on verbal communication of children aged 5-6 years (Silva, 2016). This study discusses the improvement of parent and child communication that increases through the use of *ABC Lima Dasar Games*. Previous research stated the existence of traditional games as the nation's cultural heritage (Syah, 2006). In addition, the research explains the existence of traditional games as crucial in children's growth and development. This study is different from previous studies because researchers focused on using traditional games in the communication of parents and children at home.

Meanwhile, this research has differences from the previous study; it refers to the current condition of technological developments, which is increasingly sophisticated revolution 4.0 (Subrata, 2015). Then, the beginning of reducing traditional game activities in the community and the lack of intimacy in family relationships due to one form of gadgets influence. This study examines the use of traditional *ABC Lima Dasar games* in improving the practical communication skills of parents with children in the digital age. This research will cause a sense of joy and memorable and as a means of education, establishing togetherness and building the emotional closeness of parents with children so that effective communication is established. In addition, aspects of child development can also develop (Suwardi et al., 2016). Based on the above background, researchers aim to analyse *ABC Lima Dasar games'* use to communicate between parents and children in the digital era in Anjir Muara sub-district, Barito Kuala regency.

B. METHOD

1. Research Approach

The method used in this study is classroom action research (Arikunto, 2017), which focuses on improving learning in the classroom by using *ABC Lima Dasar Games* to develop children's communication abilities.

2. Reserch Subject

The study subjects were students of Tunas Harapan Kindergarten, Anjir Muara District, Barito Kuala Regency, class B, with an age range of 4-5 years, totaling 15 children. The research time carried out in 2020/2021. The stages are as follows:

Table 1. Research Time and Stage

No	Stage	Time Schedule							
		January				February			
		1	2	3	4	1	2	3	4
1	Preparation								
2	Implementation								
3	Data Analysis								
4	Report								

3. Technical Data Analysis

The data analysis techniques used are observation and study of documents. In analyzing data, there are several stages that researchers will carry out, namely organizing data, grouping by category, theme, and answer pattern until the last writing of the research results.

4. Procedure Implementation

Data search analysis of children was carried out in several stages as follows

- a. Scoring the child's results.
- b. Tabulate the observation score of *ABC Lima Dasar Game* consisting of the number, the child's name, the item of the amazon, and the number of scores. Sums the score achieved by each child on each item.
- c. Calculate the percentage of cognitive abilities of each child in the following way:
 1. Percentage of ability achievement of the number of scores per child x 100% per maximum number of scores
 2. Maximum score = maximum score of grains x number of observation grains
 3. The result of the percentage is filled in the tabulated table in the % column is counting percentage average of cognitive achievement.
- d. The average achievement percentage is compared with each cycle's indicator of achievement.

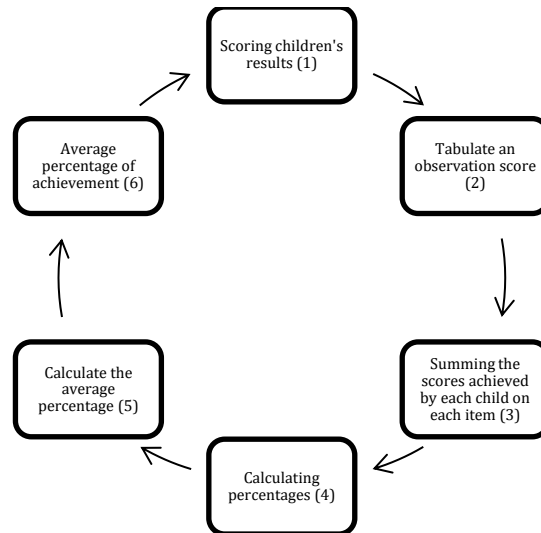


Figure 1 Chart of Research Implementation Procedures

This study will be successful if children can achieve the average percentage that has been determined in each cycle.

C. RESULT AND DISCUSSION

1. RESULT

The steps of the ABC lima dasar game in improving the communication ability between parents with children in the digital era are follow: Firstly, parents and children make it easy to guess the name of something, such as the name of a fruit, the name of an animal, or the name of a country. Secondly, the parent and child take out their fingers while saying "ABC" the fingers issued can be one, two, to five (Dhieni et al., 2008). Children can determine for themselves how many fingers want to enter the count. Third, an agreement is made; for example, the one finger is equal to the letter a, the second finger is equal to the letter b, and so on.

If it stops at a specific letter, then each player must immediately mention the vocabulary that begins with it. For example, the last letter is *m*. Thus, each player must compete to mention vocabulary starting with the letter m, for example, tigers, ferrets, and monkeys. The vocabularies type also can be limited to specific fields only. Fourth, children or parents who are late in mentioning vocabulary can be given punishment in the form of quitting the game or other types of punishment.

Table 2. Comparison of the ability to use and games five basics to children's communication

No	Name	Comparison		
		Pre cycle	Cycle I	Cycle 2
1	Ea	81,25%	81,25%	81,25%
2	La	71,87%	71,87%	71,87%
3	Da	60,75%	60,75%	78,75%
4	Ma	65,62%	71,87%	78,87%
5	Ek	56,25%	70,75%	70,75%
6	Dn	56%	60,87%	78,87%
7	Mr	81,25%	81,25%	81,25%
8	Ll	71,87%	71,87%	78,87%
9	Rk	50,62%	60,87%	78,87%
10	Ed	56,25%	60,75%	78,75%

11	Rn	75%	71,87%	75,87%
12	Ad	65,62%	71,87%	75,87%
13	Ms	56,25%	60,75%	70,75%
14	Al	81,25%	81,25%	85,25%
15	Iy	71,87%	71,87%	76,87%

Based on the results, it is stated that in the pre-cycle, some children were under 60% presentation. It is because children do not understand the instructions given when doing the game. They have difficulty pronouncing various words as this answer key indicates a lack of vocabulary. In the presentation of cycle 1, researchers targeted > 60%. Then, from the implementation of children's ability to communicate using *ABC Lima Dasar Games*, there are still those who get results < 60%. Some children still have difficulty moving their lips in speaking, and many still lack focus on attention and are walking here and there. In the second cycle, it appears that many are >70% of what the researchers targeted. It proves that using the *ABC Lima Dasar Game* can improve children's communication with parents and teachers.

2. DISCUSSION

a. *ABC Lima Dasar Game*

Traditional games have been almost marginalized and replaced by modern games. It is especially the case in cities. Therefore, efforts are needed to re-preserve this traditional game because this traditional game has many benefits for children's development (Andriani, 2012). *ABC Lima Dasar Game* is a Traditional game that was very popular in the era of 1990s. It is an educational game that is fun and easy to play because it does not require special tools or objects (Falahudin, 2014), only with a finger as the calculation. When choosing material for educative game, it is important to consider the local children's community and culture (Gabriel Guyton, 2011).

Playing for children is an exciting thing. Moreover, traditional games involve many children and are in an open space. Traditional games can stimulate children to develop cooperation, help children adjust, interact positively with each other, can condition children in self-control, develop empathy for friends, obey rules, and respect others. Thus, it can have a very good impact in helping to develop children's emotional and social skills (Novi mulyani, 2016).

Game means something used to play, an item, or something to be played with; actions that are not taken seriously or casually (Oci, 2019). By playing, children can be creative and active so that their development can run. The whole child's learning must be happy and meaningful. Learning can also be included games or learning while playing. Play is a learning activity that does not need to see the result, but it is a fun process that can spur success in a child's development. Some psychologists state that the influence of play plays a very much role in child psychology.

Plato revealed that children would be more receptive to lessons delivered through the play method and the practical side (Suardana et al., 2015). The play method seeks to wake up the psychic aspects of the child so that he can more quickly grasp what appears in front of him. Play also makes children more encouraged in learning and developing anything. In addition, games are an appropriate method for learning social skills because games can create a relaxed and fun atmosphere (Suyadi, 2011). Play is the most influential factor in a child's period of self-development, covering the physical, social, and communication worlds. Play activities affect six aspects of child

development, including aspects of cognition, social, emotional, communication, self-awareness, and motor skills (Sukma et al., 2020).

Play provides space and time for children to interact with others. They talk to each other, express opinions, and find a middle ground for each problem. Play also provides a safe context and motivates the child to learn a second language. It is beneficial for the child's language development because the early days of the child's development are a second language.

According to the origin of the word, games are one of the forms of recreation that aim to have fun, fill free time, or exercise lightly. Without us realizing it, there are a lot of people who always take the time to do the game. Sports, video games, reading, and even mobile phones also provide a variety of games. People do games a lot because they are considered recreational and fun.

In addition, according to basic principles of psychology, something which is done so often and done by many people can motivate. So, the game is fun and can foster motivation (Rahayu et al., 2018). Games are the most effective means when we teach children who need improved communication skills (motivate to communicate) equipped with games and activities that invite children to take advantage of fun learning opportunities from everyday objects and situations.

As for the aspects of development that can optimize playing activities, that is, the aspect of cognition needs to be considered for development (Novianty, 2017). Aspects of cognition include reasoning power, language skills (verbal and nonverbal), creative power or creativity, and memory. To teach aspects of science to children is necessary to use methods that are not effectively too serious and rigid.

In general, types of creative games are divided into several types, namely: Electronic Games (Electronic Games), Traditional Games (Traditional Games), Storytelling (Story Telling), Imagining (Mind Traveling), and Activities (Activity Games) (Hidayat, 2015). Meanwhile, according to Suyanto, who stated that there are four types of games, they are:

1. Physical game. In Playing ABC Lima Dasar Games, the child often has a chase, hide and seek, go-bag so door, and others. With this game, the child's physique will grow to be healthy and strong to perform basic movements. Nursery rhymes, usually performed while moving, dancing, or pretending to be someone.
2. Puzzles, Logical thinking, and Mathematical thinking, examples of games are look with rubber bands where children learn about odd and even, more and less.
3. Playing with objects, such as water, sand, and blocks can help children develop various aspects of their development. For example, by playing with water, children can learn about the properties of water.
4. Role Play (Pretend Play), includes play, drama, role-playing, and games in which children play the role of other people. This game is very good for developing language skills, communication, and understanding of roles in society (Fadlillah, 2016).

b. Effective Communication Between Parents And Children In The Digital Age

In the parenting process, it is essential to have good communication with children. Communication will be effective if the recipient can receive well and comfortably (Norma Diana Fitri & Indaria Tri Hariyani, 2019). Effective foster trust and mutual understanding between parents and children. That way, parents can help develop their potential. Effective communication that exists in the family is essential. Some benefits are: As a bridge to strengthen emotional relationships with children, Convey messages more precisely, Develop children's thinking power, Children are free to express their feelings, and it will control the emotions between parent and children (Pebriana, 2017).

Parents could share experiences with their children by asking good questions making decisions asking for their opinion, and setting aside free time to communicate intensely with their children so that children can express their feelings and express their opinions comfortably way (Fitriyani, 2015). By listening, children will produce the ability to speak, then express themselves again in a language that the children understand. Children can interact and communicate with other people around them by establishing conversation and understanding for children and the people they are invited to communicate. It is one of the functions of language for children.

D. CONCLUSION

Early childhood learns while playing. One of traditional games that can be used is *ABC Lima Dasar Game* to improve children's communication skills with parents. The way to develop this game is effortless; children stack up or sit in a circle while holding out their fingers and saying a few words according to the set of words mentioned.

Based on the study's results, it was stated that there were several children under the pre-cycle presentation of 70. In the presentation of cycle 1, the researchers targeted > 60%, but from the implementation of children's ability to communicate using the five basic ABCD games, there were still <60%. When the second cycle began, more than 70% stated that by using this game. It could be said that children's communication got better development.

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