



Literatur : 24 (1990 – 2007)



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ABSTRACT

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Effectivity of Educative Game Tool “Puzzle” Toward Fine Motor Development in Child 4-5 Age Based on DDST

The child development is stopped until 4-5 increase age. Either screening test for suspicious of development disturbance is by DDST. With play, child can pass development phases. To optimalize fine motor development needs educative game tool, either one puzzle.

This research wanted to know effectivity of educative game tool “puzzle” toward fine motor development at child 4-5 age based on DDST for kindergarten in Kemiri State by using quasy experiment approach with nonequivalent time sample design methode. The number of responder are 35 childs given puzzle with elephant, house and robot puzzles and than showed for the development by DDST and analysed by non-parametric test with $\alpha = 0,05$.

Result of Run test showing the different of observation result at pre-test (p value $= 0,386$) and post-test (p value $= 0,238$) and dif. post-test (p value $= 0,870$) and dif. post-test (p value $= 1,000$). Puzzle with elephant picture less effective than puzzle with house and robot picture.

Suggesting an educative game “puzzle” given for child 4-5 age with variative of picture knottivity and combining with the other edicative game that have an association with human but likely for childhood.

Keyword : Puzzle, Fine Motor Development, DDST
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