

Does the clackers balls toys Make a student's behavior change? A literature review at elementary school

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ABSTRAK

Penelitian ini bertujuan untuk mengidentifikasi dan memperoleh informasi tentang pandangan orang tua terhadap permainan mainan Lato - lato (Clickers Balls) apakah berdampak pada perubahan perilaku atau tidak. Saat ini permainan mainan bola clackers merupakan permainan yang sangat digandrungi oleh masyarakat di segala usia, baik tua maupun muda. Permainan mainan lato - lato merupakan permainan berupa dua buah bola kecil atau pendulum yang dihubungkan satu sama lain melalui tali yang dimainkannya cukup dengan cara memukul-mukulkan kedua bola tersebut menggunakan telapak tangan hingga mengeluarkan suara yang cukup keras dengan gerakan naik-turun. gerakan turun-turun. Metode penelitian deskriptif-kualitatif digunakan dalam penelitian ini yang bertujuan untuk memberikan gambaran dan memaparkan informasi tentang sesuatu hal sesuai dengan kondisi pada saat itu. Teknik pengumpulan data dalam penelitian ini adalah melalui wawancara dan observasi di salah satu sekolah dasar di Sukabumi Jawa Barat. Hasil penelitian menunjukkan bahwa anak-anak yang bermain kentongan cenderung lebih aktif dalam berinteraksi dan bersosialisasi mengingat permainan ini akan lebih seru jika dimainkan secara bersama-sama. Selain itu, dengan meningkatnya interaksi sosial anak juga mengurangi intensitas penggunaan dan ketergantungan anak terhadap gadget. Oleh karena itu, jika tetap dengan pengawasan yang baik dari orang tua, permainan clackers toys ini akan membantu anak untuk meningkatkan kemampuan motorik dan kognitifnya, serta kemampuan bersosialisasinya.

ABSTRACT

This study aims to identify and obtain information about parents' perspectives on clackers' ball toy games (Clickers Balls) and whether they have an impact on behavior change or not. Currently, the clackers balls toys game is a game that is very loved in society by all ages, both young and old. Clacker's ball toys game is a game in the form of two small balls or pendulums that are connected through a rope he plays simply by banging both balls using the palm until it makes a fairly loud sound with an up-and-down movement. Descriptive-qualitative research methods are used in this study that aiainso provides an overview and expose information about something according to the conditions at the time. The data collection technique in this study was through interviews and observations at one of the elementary schools in Sukabumi, West Java. The results show that children who play clackers, tend to become more active in interacting and socializing considering that this game will be more exciting if played together. In

addition, the increase in children's social interaction, itso reduces the intensity of children's use and dependence on gadgets. Therefore, if vitamins with good supervision from parents, this clackers toys game will help the child to improve his motor and cognitive abilities, as well as his ability to socialize.

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1. INTRODUCTION

Play and children are inseparable. By playing, children are trained to be able to develop affective, cognitive, and psychomotor abilities, interact socially, as well as train self-control and emotions. Development is a cumulative process, meaning that previous developments will be the basis for subsequent developments. Therefore, if there are obstacles in previous developments, subsequent developments tend to be obstacles (Sujiono, 2009). Play for children is a means to shed active activities in achieving the pleasure of the activities they do. Play also plays a role in awakening his motor and sensory nerves (Hasan, 2011). Play in children is aimed at developing three basic abilities (Suyadi, 2010), which are:

a. Physical-Motor Ability (Psychomotor)

By moving, such as running, or jumping, a child will be trained in gross motor skills, so that he has a well-formed and healthy muscular system.

b. Social-Emotional (Affective) Abilities

The child does play activities because he feels happy to do them. Parents are the main comrades in play in the early stages of their development.

c. Intelligence Ability (Cognition)

In the process of playing, children can also introduce them to the treasury of letters, numbers, words, languages, and mutual communication, or get to know certain objects, such as shapes (large or small) and tastes (sweet, salty, bitter, or sour).

Currently, there are a lot of various games, both relatively new and old games that have gone viral again. Speaking of this, of course, currently one of the things that are back in vogue in society is clackers balls toys (Clickers Balls). Recently, clacker balls toys have become viral toys that are widely discussed and loved by the public, especially children. Judging from the shape, this toy is in the form of two pendulums with a string connected. Its unique shape and easy way to play it, namely by banging both balls using one palm of our hand until a loud sound makes children very fond of this one game. But in fact, there are still some pros and cons related to this toy, which on the one hand is considered to be able to help improve students' motor skills, and on the other hand, its existence is considered dangerous.

According to a Sociologist of Sebelas Maret University, Dr. Drajat Tri Kartono (Prasetya, 2023), explained that there are several benefits of playing clackers, including:

- a. Keep children away from gadgets. Clackers' balls toys will be more fun if played together. This can be used by parents to keep children away from gadgets, especially children who are born and raised amid rapid technological

development and will indirectly be familiar with technology (gadgets) since childhood.

- b. Glue social relationships. The clackers ball is not a new game. This game has also previously gone viral in the 90s and even in America, this game has been famous since the 1970s. This game brings up memories of parents whose childhood is no stranger to ancient games. This ignites the capitalization of the clackers game so that it is easier to bring it to life.
- c. Bandwagon Effect. The rapid pace of social media has also influenced the virality of these clackers. Through social media, everything can spread widely quickly without knowing the time. This ignites society into the Bandwagon Effect, which is if there is someone who does not follow a trend or an activity, that person is likely to be subject to social sanctions such as being ostracized or considered strange by people around.
- d. Improving the economy. The existence of clackers certainly opens up business opportunities for the community, especially Micro, Small and Medium Enterprises (MSMEs) to produce clackers. Before it reaches the hands of the community, of course, many processes are passed, both from MSME owners and workers, to clackers and sellers who are often found on the streets. Indirectly, this can boost the economy.
- e. The chance of a reappearance of the old game. The trend of clackers games that tend to enter as old games makes opportunities for old games to reappear. Moreover, the existence of social media can help spread this.

2. RESEARCH METHODS

Researchers in this study use descriptive-qualitative research methods to describe information and facts, as well as analyze a certain condition or circumstance. In this study, the authors used a credibility test in the form of data triangulation and held a member check. The techniques used in this study were interviews and observations by taking data using random sampling techniques. Qualitative descriptive research methods are research methods based on the philosophy of post-positivism used to examine the natural condition of the object (as opposed to experimentation) (Sugiyono, 2017).

3. RESULTS AND DISCUSSION

3.1 *Children's Play Activities*

Play is an activity that has practical value, meaning that play is used as a medium to improve certain skills and abilities in children. Playing is essentially an activity that has active and fun characteristics. Playing is also done voluntarily and usually arises from internal motivation. Play activities are usually symbolic or pretended because they do not happen in real-time. The play has an important meaning for the child, although this play activity does not happen for real (Arista, 2012).

There are many types and variations of games that can be played by children, ranging from traditional games to modern games. Traditional games often referred to as folk games, are games that grew and developed in the past, especially growing in rural communities. Traditional games grow and develop based on the needs of the local people, most traditional games are influenced by

the natural environment, therefore traditional games are always interesting, and entertaining according to the conditions of the time. Toys have benefits including (a) optimizing the child's physical and mental development; (b) meeting the emotional needs of the child; (c) developing children's creativity and language skills; (d) assisting the child's socialization process. Play also serves to develop aspects of child development, including developing motor, cognitive, affective, language, and social aspects (Arista, 2012).

The teacher should view the game as something that can make a valuable contribution to the total development of the child. Through the game, the child can have a successful and accomplished experience. In addition, some social goals can be achieved through games, such as social skills, accepting rules, and a better understanding of themselves in competitive and cooperative situations (Hijriati, 2017). When learning takes place, teachers can still insert various educational games to make it easier for students to receive lessons, Educational Games are a very fun activity and can be an educational way or tool that is educational. Educational games are useful for improving language, thinking, and getting along with the environment (Andang, 2006).

3.2 Clickers Balls and Their History

If we look at its history, the clackers ball toys game itself is not a new game and is not an original game from Indonesia. Originally this toy was inspired by bolas/bolases, weapons used by cowboys in Argentina or Gauchos that helped them catch targets or hunts. At the beginning of the era of the emergence of the game, instead of using the original ball material, children at that time used materials made of metal, wood, or hard acrylic plastic to produce a loud and satisfying sound. But at that time, to avoid danger to materials that were considered unsuitable and not good for children, this toy-making material was replaced with plastic (Daly, 2020).

This game is a popular children's game from the United States around the 1960s known as "Clickers Balls Toys". Its popularity in the United States did not last too long until around 1970 the game was withdrawn from the American and Canadian markets due to the emergence of several cases of children being injured and injured, especially in the eyes while playing clackers (New York Times, 1971).

Reporting to brtb.com, the clackers balls toy is a toy known by many names. The game consists of two balls connected by a sturdy rope with a ring between the ropes. The game is played by placing our finger on the ring and making the ball seem to hang down. Furthermore, this is where the real fun begins, which is to bang both balls up and down until a loud sound is heard. When we have mastered it, we can increase our playing speed when hitting the ball so that it goes faster and faster up and down (Euphrates., 2011).

3.3 Positive and Negative Impacts of Clickers Balls Games

According to a psychologist from the University of Muhammadiyah Surakarta (UMS) Hening Widyastuti said, there are positive and negative impacts of the clackers game. The positive impact of this game is that it can improve motor nerves, where the player must move, there must be shrewdness of position, and there are flying hours when playing it with other friends. In addition, in the game clackers also plays a role in the cognitive side of players, because players have to think and concentrate. Another thing that makes the clackers game so popular is that there is social interaction with other friends, so there is no just sitting with gadgets or daydreaming. Another positive side of the clackers game is the potential for the emergence of a competitive attitude that triggers his players to fight until they can win the moment. Not only that but the game clackers is also called a form of healing in a simple way. That is, the game can make a person laugh, and feel good, at a low price. But it should also be noted, the clackers game has a negative side, which is that it creates noise that may interfere with others (Dewi, 2023).

In addition, if not supervised, this clackers game will be dangerous, especially to children if it is played too close to the eye and the installation of a connecting rope between the balls is not tight considering that the ball alone weights that if thrown and hit by the body will be quite painful as in some cases of injuries and injuries to children in America and Canada which eventually resulted in a massive withdrawal of this toy from the market.

Based on the results of an interview with one of the parents of students at one of the elementary schools in Sukabumi, he explained that currently, his son is very fond of clackers games and often plays them after school with his friends. Through this game, her children now play together with their friends more often after school than they are busy playing with gadgets alone. This is certainly a positive thing where in childhood, they need and must be known to be able to interact socially to become more independent, develop communication skills, be able to adapt to the values and norms prevailing in society and be ready for all situations and conditions that may be unexpected to occur. In line with this, one of the students who was also interviewed at the same school said that currently if he has to be told to choose, he prefers to play clackers instead of playing gadgets because it is more exciting and crowded when playing it. According to him, the cute and colorful shape, and producing loud sound make him like to play it, especially if together because they will compete to get the loudest clackers sound.

4. CONCLUSION

Based on this study, it can be concluded that through clackers games, the intensity of gadget use by children has decreased relatively. This is because children will continue to try to be able to master the game until they can and the game will be more exciting when played together. Therefore, it will help children to interact and socialize with others so that they are not only fixated on gadgets. In addition, this game, helps the child to develop different domains of development, from his motor to his cognitive. But for children in particular, the use of this game should still be supervised considering the material of both pendulums is quite hard, which when played at a high speed and hitting the limbs will be quite painful and can be dangerous. Play is a child's world and it is appropriate for parents to always supervise when children play, considering that not all games are suitable to be played at all ages. The return to the popularity of clackers games makes everyone, especially children, want to be able to master the game.

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