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## THE IMPORTANCE OF PLAY WHILE LEARNING TO HONE INTELLIGENCE MOTORCYCLES IN THE MIDDLE OF THE COVID-19 PANDEMIC AT TABRIYATUL AITAM ORPHANAGE, MOJOSARI MOJOKERTO

by

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**Abstract:** *The targets and objectives of this activity are the foster children of the Tarbiatul Aitam orphanage who need basic leadership training to shape the character and personality of the child. So it is hoped that by participating in these activities, they can hone their motor intelligence by playing while learning. The foster children of the Tarbiatul Aitam orphanage are very compact, especially in terms of togetherness. Foster children of the Tarbiatul Aitam orphanage put more emphasis on the religious side such as memorizing the holy verses of the Koran, prayer, banzaria, routine readings, annual circumcision etc. This proves that Tarbiatul Aitam orphanage children have a lot of potential to support activities in the orphanage. The problem faced is that there are still many children who feel insecure, at least they have an achievement and many are still ashamed of the slow pace and spontaneity of their activities. The method used is lectures, and direct practice with games where each has its own purpose and meaning. The program carried out is fostering children through learning while playing activities, the participants are orphans with a total of 22 men and women. Participants or orphans would like to thank the academic community of Unimas Mojokerto for providing useful knowledge to orphans in order to foster leadership motivation, courage and confidence in socializing in the orphanage and community. And hope there will be ongoing activities with different themes.*

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## PENDAHULUAN

Mayjen Sungkono University (UNIMAS) as the oldest university in Mojokerto is a university that has the task, role and function to educate the nation's life by developing science, technology, culture, entrepreneurship that can produce graduates who are virtuous, intelligent, skilled, independent and have a high sense of moral responsibility.



Orphans have privileges in Islam. Islam through verses in the Qur'an and hadith gives considerable attention to orphans. People who support and take care of orphans also get a great reward in the sight of Allah. Therefore, for this year's community service program, social service activities were carried out with the Tarbiatul Aitam orphanage foster children on December 19, 2020. The Tarbiatul Aitam orphanage is one of the orphanages in Mojokerto Regency with 12 foster children in the orphanage and There are 50 foster children outside the orphanage.

The foster children of the Tarbiatul Aitam orphanage are very compact, especially in terms of togetherness. Foster children of the Tarbiatul Aitam orphanage put more emphasis on the religious side such as memorizing the holy verses of the Koran, prayer, banzaria, routine readings, annual circumcision etc. In addition, many foster children receive school scholarships until they continue to university. This proves that Tarbiatul Aitam orphanage children have a lot of potential to support activities in the orphanage

During the pandemic, the activities of the orphanage also experienced changes where what used to be according to the schedule and program of the orphanage already existed. Because there are many holidays and many school activities are carried out during, so the orphanage children experience boredom and boredom. In addition, there are still many orphans who feel less confident when answering questions, coming forward to explain or if they are appointed to carry out activities, they always point to each other between friends, even though if seen all the orphans are all able to do the work. In addition, there are still many orphanage children who are not doing the procedures correctly, such as washing their hands properly, wearing the right masks, and what the distance between friends is. With this background, it will be taught how to grow leadership motivation by playing and learning, so that it is easy to understand and be well received by the residents of the Tabriyatul Aitma Mojosari Mojokerto Orphanage.

### **Research purposes**

The purpose of this activity is to provide knowledge to orphanage children and orphanage administrators about how to stay active well and to sharpen their motor skills quickly and well. even though it is still during the covid 19 pandemic. With the learning method playing while learning can hone motor speed for the children of the Tabriyatul Aitma Mojosari Mojokerto Orphanage so that it can support the learning process and activities at school or activities in the orphanage. As well as supporting and strengthening government programs in handling and preventing Covid-19 by providing education about the dangers and ways of preventing Covid-19

This study uses a descriptive research method, which is a writing in research that provides a description of the situation according to the data about the cultural subject under study, based on the actual situation during the research process. descriptive explanations cannot show something statically about culture, descriptive explanations are able to explain feelings, phenomena, emotions from cultural subjects (Sugiyono 2009). This study uses qualitative data, which is an empirical research that can be observed with the five senses according to real conditions, but on the basis of the expression of the research subject or informant. The place of this research is the Tabriyatul Aitma Ds Orphanage. Kebondalam Kec Mojosari Mojokerto which is a community service held on Saturday, December 19, 2020.



### Activity Recapitulation

Although BAKTI SOCIAL activities are made with the aim of helping and prospering orphanages, this time BAKTI SOCIAL activities will be filled with fun activities so that it doesn't feel monotonous. The orphanage students will be invited to play games that are inserted with various indirect character building purposes. So the orphanage students will play while learning about character building without them knowing it. The description of activities and types of games to be played are as follows:

**Description of activities**  
**TARBIYATUL AITMA ORIGINAL SOCIAL SERVICE PROWORKS**  
**MOJOSARI MOJOKERTO**

No.	Time	Activity	Description
	19th December 2020		
1.	07:00 - 08:00	Prepare and Briefing	Prepare the necessary equipment and conduct briefing on agenda and division of tasks.
2.	08:00 - 08:30	Trip	The trip to the place of BAKTI SOSIAL.
3.	08:30 - 08:40	Welcoming Arrival	The orphanage students welcomed the arrival of the service team with banjari prayers.
4.	08:40 - 08:45	Gathering of Bakti Sosial in Hall	All participants gather in the hall.
5.	08:45 - 09:00	Opening and Welcoming	Welcoming for the caretaker of the orphanage, DPL, and the head of the KKN participants.
6.	09:00 - 09:10	Preparation for the Outer Hall	Inviting students to the hall outside the orphanage for fun game activities.
7.		Games	The joint game was played by all participants and orphanage students together
	09:10 - 09:20	1. Cheerful Exercise	
	09:20 - 09:35	2. Rain Flood	
	09:35 - 09:50	3. Morning Afternoon Clap	



	09:50 - 10:05	4. Tram Pam Clap	
	10:05 - 10:15	5. Tiktok Shake	
8.	10:15 - 10:25	Healthy Life Learning	Provide insight into cleanliness and healthy lifestyle to orphanage students.
9.	10:25 - 10:30	Hand Washing Lessons	Give example of proper hand washing to orphanage students.
10.	10:30 - 10:35	Giving BAKTI SOSIAL	Provide basic food and snacks to orphanage administrators and students.
11.	10:35 - 10:40	Gift Giving	Give gifts to orphanage spirit and good in activities.
12.	10:40 - 10:50	Compensation	Provide compensastion to orphanage administrators and orphanage students.
13.	10:50 - 10:55	Distribution of Rice Box	Distributing rice box to orphanage administrators and orphanage students.
14.	10:55 - 11.15	Eating Together	The orphanage administrator and the orphanage students eat rice box together.
15.	11:15 - 11:30	Sholawat Banjari	Orphanage students do sholawat banjari.
16.	11:30 - 11:40	Photo Sessions	Take a photo together for memories.
17.	11:40 - 11:50	Community Service	Carry out communitiy service activities and clean the orphanage yard.
18.	11:50 - 12:00	Closing and Prayer	Grateful for the implementations of the social service that went smoothly and continued with prayer then the participant said goodbye to return to campus.



### Activity Equipment

In carrying out BAKTI SOCIAL activities as part of the community service program, several tools are needed to support the implementation of these activities. The following is a summary of the equipment needed:

**Recap of Equipment for  
PROKER SOCIAL SERVICES in TARBIYATUL AITMA ORHPANAGE  
MOJOSARI**

No	Name of Goods	Qty
1.	Bolpoint	1 pcs
2.	Pencil	1 pax
3.	Pencil Case	2 pcs
4.	Eraser	1 pcs
5.	Notebooks	10 lmbr
6.	Whiteboard Marker	1 pcs
7.	Snacks	1 pcs
8.	Green Tea	1 pcs
9.	Rice Box	1 roll
10.	Envelope	1 pcs
11.	Camera	1 pcs
12.	Medical Mask	1 pcs
13.	Al Qur'an	1/2 pack
14.	Groceries	1 pcs
15.	Wrapping Plastic	6 pcs
16.	Mineral Water	2 Pack





### Activity Documentation



TARBIYATUL AITAM Orphanage location photo



Fun game 1



Fun game 2



Cheerful gymnastics with orphanage children



Closing of the event with banjari offerings from the orphanage

## RESULTS AND DISCUSSION

Playing while Learning activities are carried out by playing some meaningful games for the formation of students' character and personality. The games are divided into joint games, competition games, and closing games. Here's a little explanation about the rules of the game, equipment and what penalties you will get if you can't follow the game well:

### 1. Togetherness Game "Senam Ceria"

#### a. Rules of the Game :

- Students are asked to form a straight line and neat
- To start the instructor will greet students with "Say Hay" then continue to give the word "Congratulations" (good morning, afternoon, evening and night)
- When the operator turns on the music, students follow the movements of the instructor and synchronize the music
- The game will start with an experiment after that it will be interspersed with greetings by congratulating like in no. 2



- b. Equipment :  
Flour and water for punishment.
  - c. Punishment  
The punishment for the wrong student will be given flour that has been given water and then applied to the student's face
  - d. Objectives
    - Stimulates children's gross motor skills.
    - Improve children's kinesthetic intelligence (the ability to combine the physical with the mind to produce perfect intelligence).
    - Make your heart happy, lose weight, and reduce the risk of chronic disease.
- 2. Togetherness game "Hujan Banjir"**

- a. Rules of the Game :
  - The clue is "Hujan dan Banjir"
  - The orphanage students are asked to form 2 groups of circles (boy group and girl group)
  - Wait for instructions on cue "Hujan dan Banjir"
  - The cue for rain means to stay where you are not moving
  - The flood signal means together to run to the center of the circle
- b. Punishment  
Students who are wrong will be given a choice of punishment, namely dancing tiktok or playing truth or dare.
- c. Objectives  
Train concentration, train students' focus and memory, and train group cohesiveness.

### **3. Clap Game Competition "Morning Afternoon Night"**

- a. Rule of the Game:
  - The community service team mentioned the morning, afternoon and night time by telling stories
  - Morning : Clap 3 times
  - Afternoon : Clap 2 times
  - Night : Clap 1 times
  - The service team mentions the time randomly and in a row
  - All the orphanage students must clap, otherwise they will be given an exciting punishment
- b. Punishment  
If something goes wrong, you will be given a choice of punishment, namely: dance like tiktok or sing songs.
- c. Objectives  
Eliminate student boredom, Make students concentrate again, Stimulate the speed of hearing and hands, and Provide a cool and exciting atmosphere

### **4. Competition Game "Tram Pam"**

- a. Rule of the Game:





- The orphanage students are asked to form 2 groups of circles (boy group and girl group)
  - Will give instructions by giving the signal "Tram and Pam"
  - Tram's cue instructs to hold each other's knees with both hands while slightly bowing
  - On cue Pam instructs her to hold her friend's right knee with both hands
- b. Punishment
- The wrong orphanage will be given a choice of punishment, namely dancing a tiktok style or singing a song.

### **5. Closing Game "Goyang TikTok"**

a. Rule of the Game:

- Operator turns on music
- The orphanage students form a straight and neat line
- The orphanage students both dance TikTok following the instructor's instructions
- Dancing to the rhythm of the music

b. Objectives:

- Stimulates children's hard motor skills
- Improve children's kinesthetic intelligence (the ability to combine the physical with the mind to produce perfect intelligence)
- Make your heart happy, lose weight, and reduce the risk of chronic disease

After playing the game and continuing to eat together, after eating together we asked how the game was while learning to have fun or not, It turned out that the orphans had dared to answer and were not shy anymore, even in the impression session they competed to appear and explain how to learn while playing, besides that, what should only be represented by one person turned out to be 3 people who would give an impression. And they are not shy to ask the meaning of each game, and what are the goals and expectations after the game was done earlier. And they hope that this kind of activity is often held to play while learning and having fun.

## **CONCLUSION**

The implementation of UNIMAS community service in 2020 - 2021 in Kebondalem Village, Mojosari District, Mojokerto Regency went well and smoothly. Programs that have been implemented include 4 fields (Education, Economics, Health and Environment) in accordance with UNIMAS objectives. The participation and welcome and support of the orphanage management is quite high, where all the administrators are actively involved in the implementation of the program so that all children in the orphanage can take full advantage of it.

Orphanage children understand that learning is not just in school, but leadership training can also be learned by playing games that have a purpose and education. Courage and motivation and high enthusiasm change the mindset that confidence must grow with leadership qualities in all activities in the orphanage environment or in socializing with friends or with the community.



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