

CHILD COUNSELING WITH JAVANESE LANGUAGE ROLE PLAY METHOD TO BUILD EARLY CHILDREN CHARACTERS

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Abstrak

Karakter bangsa saat ini cukup memprihatinkan sehingga membuat pemerintah rugi dan beberapa kali mengubah kurikulum agar bisa membentuk karakter bangsa sesuai dengan budaya Indonesia. Selain itu, bila anak-anak mengerti betul tentang kearifan lokal maka anak akan memiliki karakter sesuai dengan budaya Indonesia. Bermain peran adalah cara penguasaan materi pembelajaran melalui pengembangan imajinasi dan apresiasi siswa. Konseling anak-anak dengan teknik role-play dalam program ini berfokus dengan menggunakan bahasa Jawa. Bahasa Jawa dibagi menjadi tiga tingkatan, yaitu bahasa ngoko (kasar), madya (biasa) dan krama (mulus). Dalam tingkat bahasa ini, penggunaannya bervariasi sesuai dengan siapa mereka berbicara dengan lawan. Setiap hari, ngoko biasa berbicara dengan teman sebaya atau lebih muda, madya biasa berbicara dengan orang yang cukup formal, dan krama biasa berbicara dengan orang yang dihormati atau lebih tua. Oleh karena itu, bahasa Jawa memiliki bahasa yang baik dan etis untuk digunakan dan mencerminkan karakteristik budaya asli Indonesia sebagai bangsa timur

Abstract

Character of the nation today is quite alarming so as to make the government a loss and several times changed the curriculum to be able to shape the character of the nation in accordance with Indonesian culture. Additionally, when children understand very well about the local wisdom then the child will have a character in accordance with Indonesian culture. Role playing is a way of mastery learning materials through the development of imagination and appreciation of students. Counseling children with role-play techniques in this program focuses using the Java language manners. Java language is divided into three levels, namely language ngoko (rough), madya (regular) and krama (smooth). In this language levels, its use varies according to who they are talking to an opponent. Everyday, ngoko used to talk with peers or younger, madya used to talk to the person who is quite formal, and krama used to talk with people who are respected or older. Therefore, the Java language has ethical good language to use and reflect the characteristics of the indigenous culture of Indonesia as a nation east

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INTRODUCTION

The nation character today is so far from the part of people's wishes. We can see how the character and moral nation is currently weak. For example in social life, now there is so many children do not have a lot of manners and courtesies to the others, his brother, his teacher even his parents. Remembering the manners and courtesies are a trait personality Indonesian nation especially society in Central Java. The manners and courtesies are not trivial thing or just Javanese rule. This manners and courtesies can be a milestone or a base for children to have a good character. We can compare who since a childhood has familiarized and taught manners and courtesies that does not leave the Javanese culture with a person who is taught by modern lifestyle and westernized. It clearly difference in behavior and speaking that can be a character for the child.

Lately, the government is more focused on education character like Penguatan Pendidikan Karakter Program (PPK) which has been tested in the end of 2016. Besides that, Joko Widodo President administration decides education character portion in elementary school by 70% of the core curriculum, while in junior high school by 60% of the core curriculum. Whereas the education character not only begin when a child in elementary school but also begin when a child in early child. Why? Because in early child or 0-6 years old are the golden age because of effective stimulation in environment can develop children's brain growth and stimulation. This period is a fast intelligence development period. The intelligence at this time can increase from 50% to 80% if get a good stimulation. In this time physical, mental and spiritual development children will be formed. This physical, mental and spiritual will be the base how the future children characters are formed. Therefore we have a creative idea to help the government in realizing a character

nation in accordance with Indonesian culture.

By fun learning method in early child with Role Play theme to increase the ability of Krama Javanese language to shape early children characters in Kudus. This learning method is though role play method using Javanese language based on the person they talked to, how speak with their friend, their sister, their teacher or their parents. Because Javanese language has so many meaning that can impact their personality and character. In addition, we also had a role to preserve one of Indonesian legacy. As Asep Muhyidin (2015) is talked in his article the Holding of Local Culture Values in Literature Learning at School that one of the main problem in the field of culture and education is a matter of national identity. With the speedy of globalization era is feared beginning to erode nation culture, especially local culture. Foreign culture is growing up and beginning to erode local culture existence. To keep it strong, so the holding of local culture is required.

The purposes of a child counseling with Javanese-speaking role play technique to form an early child character are:

1. Coach the Javanese-speaking to an early child for character development of the future nation.
2. Preserve krama Javanese language by the younger generation.

DISCUSSION

An early child very important to the lowest part of personality, that will give an colour to child for be adult. Jhon Locke (in the Elida, 2005:16) said "The birth of children parable the white paper or tabularasa table, when the environment can give the all message to determine child development". If they are have good education so the lowest part of personality will be strong. On the contrary, if the child has wrong education so will be bad personality.

The method of role play is an capability of the learn material from student imagine and his/her perception. The student can do the role play game by figure playing and inanimate thing. Usually, the game for more one people, that is depending on the figure. (by Hamdani, 2011:87)

The message from the method of role play game can give motivation, to improve interest, and success for student. (by Djariyo and Wijaya 2012). After doing the research method of role play actually student will be able to understand because the language be able to understand, not feel inferiority, shy ,and feel free to ask with friend. This research also same with baroroh research's. (2011) He/she said the method of role play to improve character value the student.

Learning of the educative early child there is central model. Central model is learn approach with a process to do the "circle times" and central games. The circle times when teacher sit together with student, circle position to give tread before and after playing for student. The central open everyday compatible with total group in the educative early child. The kind of central is spiritual central, nature central, art central, log central, and role play central. In this method the role play central be already but not specific method. The children just playing with imagination and to develop the language by his/her self without the direction. So the children just feel happy.

Last year on 2010 is education characters' year. Because of the Kementerian Pendidikan Nasional has planned some education program "Pendidikan Budaya dan Karakter Bangsa" on January 14th 2010 as nation program. After the government plan the program, some directorates follow it up soon. In the education ministry has planned program that is "Desain Induk Pendidikan Karakter". Next in PSMP directorates, Puskur has made program with value of nation character. And about this, the Government focus with character education on elementary school until junior high school

then early children. In fact character education should begin since early child.

The steps to realize role play game to increase capability of krama javanese language for biilding children character in Kudus which are:

1. Description

First step teacher give explanation or describe about figure with use the doll for make the children are eassy to get imagination about figure. Teachers do not only explain about good character but also bad character or evil. It is to make children can think to compare about right or wrong attitude. After the children understood then teacher will give opportunity for children to choose figure that it will play with Javanese language based on their want. So in this step teacher must be clever story so that the children always remember about moral value in the story and will do the value in their life.

2. Characterization

The next stage is characterization, in this stage the authors have an unique method for children getting the characters picture, its method is Role Play Game 5 Pandawa, the authors raise five pandawa because this fifth pandawa have different characters to shape the future children characters. Krama Javanese language Role Play Game 5 Pandawa method are:

a. Yudhistira *Role Play Game*

Yudhistira has a first name that is Puntadewa. He is the oldest of five Pandawa, or the son of Pandu and Dewi Kunti. He is the manifestation of Dewa Yana. Yudhistira is ruled in Amarta Kingdom.

Characters: very discreet, has no enemies, almost never lie in in his life. Has a high moral, like forgiving and forgiving enemies that were given up. The other characteristics are fair, patient, honest, loyalty to religious lessons,

full of confidence, and take upon to speculate.

b. *Bima Role Play Game*

Bima with the first name is Sena. Bima is the second son of Pandu and Dewi Kunti. He is the manifestation of Dewi Bayu so he has a nickname Bayusutha. Bima is very strong, long arms, tall, and grim-faced among his brother. Nonetheless he has a good heart and plays mace weapon cleverly. Mace weapon named Rujakpala. Bima is also dubbed gatotkaca, Antareja and Antasena.

Characters: Bima is brave, steadfast, strong, resilient, dutiful and honest. He is also rude and frightening to his enemies although actually gentle, loyal to the attitude, do not like stale, never duplicate and never lick his own spit.

c. *Arjuna Role Play Game*

Arjuna with the first name Permadi. Arjuna is the youngest son of Dewi Kundi and Pandu. He is the manifestation of Dewa Indra, The God of war. He is smart and wandering knight, likes to meditate and study. Arjuna has skill in the science of archery and dubbed as knight. His skill in the science of warfare becomes Pandawa foundation to obtain a great victory when battle with Kurawa. Arjuna is also known as Janaka. He leads The Kingdom of Madukara.

Characters: tricky, smart, quiet, gentle, polite, dauntless and protect the weak people.

d. *Nakula Role Play Game*

Nakula, with the first name is Pinten. Nakula is one of couple son of Dewi Madrim and Pandu. He is the manifestation of couple God named Aswin, the God of medicine. Nakula is good sword player. Nakula is the most

handsome man in the world and he is a strong sword knight.

Characters: honest, loyal, obedient to his parents, reciprocate and keep the secret.

e. *Sadewa Role Play Game*

Sadewa with the first name Tangsen. Sadewa is one of couple son of Dewi Madrim and Pandu. He is the manifestation of couple God named Aswin, the God of medicine. Sadewa is a thoughtful and diligent person. Sadewa is also a professional astronomy.

Characters: honest, loyal, obedient to his parents, reciprocate and keep the secret.

From pandawa characters described above, each pandawa have different characters. And the difference of it can be used as a benchmark in the Role Play Game application.

3. Application

This stage is application. Application is nature applying from pandawa in Role Play Game. Simple application manner in daily life for example how Yudhistira attitude as the oldest son asks for helps to Arjuna as the young brother in accordance with the character that has been described and also Arjuna attitude when talked to Yudhistira as his older brother with a good krama Javanese language. Indirectly, children will understand how attitude they must to do with a person that incompatible with their age. It will be a habit and by the time can be a good character.

4. FAQ

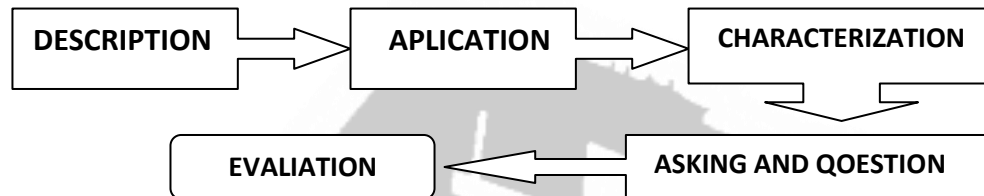
After Role Play Game finished, the teacher try to ask the children what they can learn, what they can receive the value that the teacher wanted to say or do not say. When the children try to answer and apparently incompatible with the character, the

teacher may not be faulted. But he must ask why the answer is like that, because it can also show the real of children characters.

5. Evaluation

To evaluate the activities, we can ask the children about attitude that they

should do with older brothers, younger brothers, parents and teachers. If the children show an attitude that is incompatible with Javanese manners, so we can remind the pandawa's figure.



Picture 2. The Flowchart of Javanese Language Role Play Game (RPG)

CONCLUSION

The nation character should be shape when a child in early child and not begin when a child in elementary school. Because of in early child the person is in the golden age that can become the base of future children character. The alternative solution to this problem from us is Role Play learning method application to increase the ability of krama Javanese language to form early children characters in Kudus, with using 5 pandawa methods and introducing the Javanese culture to the young generation. If This Javanese method is implemented, it will produce a nation who know about manners and courtesies that are increasingly not owned by the nation lately.

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