

**PERMAINAN KANAK-KANAK DI KECAMATAN CONGGEANG
KABUPATEN SUMEDANG
(Kajian Struktural dan Etnopedagogik)¹⁾**

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ABSTRAK

Penelitian ini membahas permainan anak-anak yang berada di Kecamatan Conggeang Kabupaten Sumedang dari segi struktural dan etnopedagogik. Latar belakang penelitian ini adalah keadaan permainan anak-anak sekarang yang sudah mulai ditinggalkan karena tergerus oleh permainan-permainan modern. Metode yang dipakai dalam penelitian ini adalah metode deskriptif. Teknik yang dipakai untuk mengumpulkan data dalam penelitian ini adalah observasi, wawancara, studi pustaka, dan dokumentasi. Dari hasil penelitian ditemukan 28 permainan. Nama-nama permainannya adalah bancakan (A), barén, éngklé gunung, galah, kakalécian, ucing buaya, ucing jongkok, ucing sumput (A), ucing tépa, bancakan (B), éngklé biasa, ngadu keléréng, om-oman, ucing jatup, babancakan, bébélotan, dodo-dodoan, éngklé kapal, pocés, ucing sandal (A), ucing sumput (B), congkak, ééngkléan, ngadu kaléci, lompat karét, sasapintrongan, ucing babuk, sarta ucing sandal (B). Dalam permainannya, setiap permainan dibagi menjadi tiga tahapan, yaitu (1) persiapan, (2) mulai main, dan (3) selesai bermain. Dari tahapan-tahapan permainannya dianalisis nilai-nilai etnopedagogik yang terdapat dalam permainan tersebut. Berdasarkan hasil penelitian, terdapat empat nilai moral yang ditemukan dalam setiap permainan, yaitu moral manusa ka dirina, moral manusa ka manusa, moral manusa ka alam, sarta moral manusa dina ngahontal kasugemaan lahir batin. Berdasarkan analisis hasil penelitian, terdapat 12 karakter bangsa yang ditemukan, yaitu jujur, toleransi, disiplin, kerja keras, kreatif, mandiri, demokratis, menghargai prestasi, bersahabat/komunikatif, cinta damai, peduli lingkungan, sarta tanggung jawab.

Kata kunci: permainan anak-anak, struktural, etnopedagogik

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CHILDREN GAMES IN CONGGEANG SUMEDANG
(Structural and Etnopedagogic Study)¹⁾

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ABSTRACT

This research explained about children traditional games that exist in Conggeang-Sumedang that's analyzed from structural and etnopedagogic aspect. Background of this study is traditional games almost left by children because there are so many modern games nowadays. The method that's used in this research is descriptive method. Observation, interview, literature study, and documentation are techniques that were used in collecting data. The result of this research found 28 traditional games. The names of the games are bancakan (A), barén, éngklé gunung, galah, kakalécian, ucing buaya, ucing jongkok, ucing sumput (A), ucing tépa, bancakan (B), éngklé biasa, ngadu keléréng, om-oman, ucing jatup, babancakan, bébélotan, dodo-dodoan, éngklé kapal, pocés, ucing sendal (A), ucing sumput (B), congkak, ééngkléan, ngadu kaléci, lompat karét, sasapintrongan, ucing babuk, sarta ucing sendal (B). Each traditional game is divided into 3 stages, such as (1) preparation, (2) start to play, (3) play ended. The etnopedagogic values of each traditional game were analyzed based on every stage. Based on the result of this research, there are 4 moral values that were found in each traditional game, such as moral of human being to themselves, moral of human being to human being, moral of human being to nature, and moral of human being in facing happiness. In addition, there are 12 nation characters that were found in each traditional game, such as being honest, tolerance, discipline, hard work, creative, independent, democratic, appreciating achievement, communicative, loving peace, care to environment, and responsible.

Keywords: children games, structural, etnopedagogic.

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