

**STRUKTUR DINA KAULINAN TRADISIONAL  
DI DESA PAGERWANGI KACAMATAN LEMBANG  
KABUPATEN BANDUNG BARAT  
PIKEUN BAHAN PANGAJARAN MACA DI SMP KELAS VII <sup>1</sup>**

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**ABSTRAK**

Penelitian ini dilatarbelakangi oleh keadaan permainan tradisional yang sudah berubah, berkurang, bahkan ada yang hilang. Tujuan penelitian ini untuk menganalisis struktur permainan tradisional (asal-usul, teks, bahasa, isi, rima, bangun dan irama, waktu, tempat, pelaku, alat, dan jalannya permainan) dan memilih permainan tradisional untuk dijadikan bahan ajar membaca di SMP kelas VII. Penelitian ini menggunakan metode deskriptif, dengan tehnik telaah pustaka, observasi, wawancara, dan studi dokumentasi. Instrumen yang digunakan dalam penelitian ini *handphone*, kamera digital, dan pedoman wawancara. Hasil dari penelitian ini adalah: (1) terdeskripsinya 43 permainan, yang terdiri atas 4 permainan yang menggunakan alat, 10 permainan proses menggunakan alat, 11 permainan proses tanpa alat, dan 18 permainan menggunakan *kakawihan*; (2) unsur yang dianalisis adalah asal-usul permainan, teks dalam *kakawihan*, bahasa yang digunakan di antaranya bahasa Sunda, bahasa Indonesia, bahasa Inggris dan bahasa yang berasal dari bahasa Belanda, isi dalam *kakawihan* di antaranya keadaan manusia, ciri khas suku bangsa, ternak patani, dll, rima yang digunakan kebanyakan rima huruf vokal, jumlah bait dan irama setiap *kakawihan* tidak tetap dan beragam, waktunya siang hari, tempat berlangsungnya di teras, pelaku dalam permainan adalah laki-laki dan perempuan, alat yang digunakan seperti plastik, kertas, bambu, dll, dan jalannya permainan. Dari 43 permainan, yang tergolong permainan untuk bermain dan bertanding (*play* dan *game*) ada 4 permainan, permainan yang hanya untuk bermain (*play*) ada 23 permainan, dan permainan yang hanya untuk bertanding (*game*) ada 16 permainan; dan (3) hasil penelitian ini dapat digunakan sebagai bahan pembelajaran membaca teks skenario permainan tradisional di SMP kelas VII.

Kata Kunci: *struktur, permainan tradisional, bahan ajar membaca*

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<sup>1</sup> Skripsi di bawah bimbingan Dr. Ruhaliah, M.Hum., dan Dr. Retty Isnendes, M.Hum.

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**STRUCTURAL IN TRADITIONAL GAMES  
IN PAGERWANGI VILLAGE LEMBANG DISTRICT  
WEST BANDUNG REGENCY  
THE MATERIALS AS LEARNING TO READ IN SEVENTH GRADE OF  
JUNIOR HIGH SCHOOL<sup>1</sup>**

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**ABSTRACT**

This research was background by the situation the traditional game that changed, diminished, there was even missing. Therefore, the traditional game should be inventoried. The purpose of this study was to describe the traditional game in Pagerwangi Village Lembang District of West Bandung Regency, analyzing the structure of traditional games (the origin, text, language, content, rhyme, and rhythm wake, time, place, characters, tools, and course of the game), and choose a traditional game to be used as teaching materials to read in seventh grade of Junior High School. This research used a descriptive method, the technique literature review, observation, interviews, and documentary studies. The instrument used in this research were the mobile phone, digital camera, and interview guides. The result from this research were (1) In 43 games describe, which is made up of: 4 games that use the tool, the process of using the tool 10 games, 11 games without a process tool, and 18 games using *kakawihan*; (2) The elements analyzed in this research as the origin of the game, in *kakawihan* text, the language used in them Sundanese, Indonesian, and English language derived from Dutch, the contents of which *kakawihan* in human condition, characteristic of ethnic groups, host animal farm, etc., which are used mostly rhyme vowel rhyme, and rhythm of each stanza number *kakawihan* not fixed and varies the time during the day, the venue on the terrace, a character in the game are male and female, the tools used such as plastic, paper, bamboo, etc., and the course of the game. From 43 games, which is classified as a game to play and games there were 4 games, the only game to play there were 23 games, and the game just to play games there were 16 games; and (3) The result from this research can used as the materials in learning to read scenario text in traditional games in Seventh Grade of Junior High School.

Keywords: *Structural, traditional games, reading learning material*

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