

PLAYING PUZZLES TO EDUCATE CHILDREN

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Abstract. Puzzle games are a type of educational game that can train a child's mindset in assembling pieces into a single unit. Playing puzzles can improve children's cognitive, fine motor, and emotional abilities. The purpose of writing this research is to find out the role of playing puzzles to educate children. This research uses a qualitative research type method - descriptive. The data collection technique is documentation. Data analysis in this research is reduction, classification, and verification. The results of this study are that playing puzzles can solve problems, be patient in dealing with problems, and can train fine motor development in children.

Keywords: Play, Puzzle, Educate, Children.

INTRODUCTION

Puzzle is one of the tools or game media that is suitable for children and has benefits for children's development. Puzzle is a simple game of pieces of images or shapes that must be arranged and assembled into a perfect picture. Puzzle is a game that requires patience and perseverance of children in assembling it. Some puzzle games have thin pieces of 2-4 or even 4-6 pieces made of wood or cardboard. Puzzles can also train hand-eye coordination and distinguish high responses so that children are stimulated by their right brain so that their visual-spatial intelligence increases. Visual-spatial intelligence itself is a person's ability to understand, imagine, remember or think in visual form. Children who have visual-spatial intelligence will show the following signs; it's easy to remember someone, it's easy to remember a shape or the layout of a room, or to remember every detail of an object so that your little one is able to imitate it through pictures. In addition, children also have various visual-spatial intelligence characteristics aged 4-6 years: 1. able to recognize 12 colors; 2. can play three-dimensional puzzles or two-dimensional puzzles up to 20 pieces; 3. can already be introduced to more complicated shapes, for example heptagon or (heptagon) up to ten; 4. already understand all the concepts of direction and position such as right-left, up-down, front-back, back-and-forth, straight-turn. 5. already understand the concept of quantity (many-little) and the concept of size (large-small, long-short).

This game can help develop children's cognitive abilities. Before being arranged into a certain shape, the pictures are scrambled first so that the child will try to arrange them in a frame, by connecting the small pieces to form a complete picture. So that children train themselves to be able to solve problems. Puzzles have the advantage of being able to attract children's interest with a variety of interesting colors and shapes so that learning activities while playing can last longer because children don't feel bored.

Intelligence according to Steven J. Gould of Harvard (1994) is a general mental capacity which includes the ability to give reasons, make plans, solve problems, think abstractly, deal with complex ideas, learn from experience, and can be measured by an IQ test that is not influenced by culture and genetics play a big role. Intelligence according to Howard Gardner is an ability that has

three components, namely the ability to solve problems, generate new problems, and create something. According to Howard Gardner, intelligence has several aspects, namely linguistic intelligence, logical-mathematical intelligence, visual-spatial intelligence, gesture intelligence, musical intelligence, interpersonal intelligence, intrapersonal intelligence, and naturalist intelligence.

Intelligence (in Arabic is called *Al-dzaka'*) according to the meaning of language is understanding, the speed of perfection of something. In a sense, the ability (*Al-Qudrab*) to understand something quickly and perfectly. As for other words that show intelligence in Islam, such as *Rashid*, this word refers more to religious intelligence. Then said *Al-Rasyikh* whose meaning is closer to his religious understanding.

Playing puzzles can educate children can be seen from several aspects, namely: *firsts*, improve motor. When a child plays a puzzle, the child's hand muscles will work to assemble the puzzle pieces so that they become a unified whole. The form of motor movement is like when a child is putting, moving, and sticking. Second, increase cognitive intelligence. In the puzzle game, the child will be asked to arrange the pieces that have been shuffled to become a frame or picture. At that moment, the child will think and find a way for the pieces to come together and become a whole. *Third*, Emotional Development. When playing puzzles, children will be required to be patient in completing puzzle pieces and never give up, be able to work together with friends, interact respectfully, and help each other in assembling and also getting to know the puzzle pieces.

RESEARCH METHOD

This type of qualitative research is research that is intended to reveal symptoms holistically-contextually (totally and in accordance with the context/as it is) by collecting data from natural settings as a direct source with the key research instrument itself. Then the type of descriptive research is to analyze and present facts systematically with the aim of describing accurate facts and characteristics regarding a particular field or population. The technique used is the documentation technique. Documentation is collecting data by viewing or recording available reports such as monographs, notes such as books, and any written statements. The analysis used by researchers is reduction, classification, and verification. Reduction is the process of selecting "raw data" which is then classified, grouping data for verification or drawing conclusions.

RESULT AND ANALYSIS

In early childhood, playing puzzles is a very good thing to hone children's cognitive and fine motor skills, so they can control their social emotions. Because children really like to play and if the child is curious about something the child will find out until he finds out for himself. When young children play puzzle games, children can hone their brains in searching, strategizing, matching shapes, and can practice patience in solving simple problems. This game can also train children's independence. It is hoped that when the child has played the puzzle or knows how to play the puzzle itself, he will have the following abilities:

1.1 Can Solve Problems

Problems can be defined as a state that is not appropriate with what you want. According to Bell (Hamzah, 2003:29) suggests that 'a situation is said to be a problem for someone if he is aware of it existence of the situation, recognizing that the situation requires action and cannot immediately find a solution'. Hayes (Hamzah, 2003) supports this opinion by saying that, a problem is a gap between the current situation and the goals to be achieved while we do not know what to do to achieve these goals. Thus, the problem can be interpreted as a question that must be answered at that time, whereas we do not have a clear solution plan. Problem solving is changing objects into new forms of objects, through productive activities that are carried out consciously towards goals (Belbase, 2010; Granberg, 2016; Dossey, 2017; Lisa, 2016; Rahman & Yanti, 2014; Prasetyoningsih, 2013).

In this discussion the problem lies in the puzzle game that the child must complete. By uniting or assembling separate pictures or puzzle parts then they become a unified whole.

In puzzle games there are many benefits that early childhood can have when after playing them, one of them is being able to solve problems. What do you mean? That is, with children playing puzzles in the form of pieces, then early childhood is asked to arrange the puzzle so that it becomes a complete and perfect picture. Here the child's cognition is trained so that the puzzle becomes a perfect picture of this problem. When the child already knows the solution and how to play, the child has successfully solved the problem.

1.2 Patience in Facing Problems

Patience is the ability of humans to control or control their emotions. Patience in the Qur'an contains an element of action. That is, patience is an attitude that encourages good deeds and execution of deeds. According to KBBI, patience means being able to endure something, calm, not in a hurry, not easily angered (Poerwadarmina, 1986). In terms of language, patience means holding back and preventing, in terms of the term patience is refraining from anxiety and emotional feelings, holding back verbal complaints and holding limbs from actions that are not directed.

In early childhood puzzle games, patience is trained. Because at this stage when the child is not focused and doesn't know how to solve the problem, usually the child will ask the teacher or parents for help or can also complain "I can't mom" or even cry, so patience will be trained. The child must remain patient with problems and until he finds a bright spot in the problem itself. Practicing patience is very important for the growth and development of early childhood because it is not only puzzle games that have problems but most of the games that exist have the goal of solving problems, therefore children are trained to be patient in this puzzle game.

In doing this puzzle game children can develop social-emotional with children enthusiastically participating in the game, children patiently completing puzzle pieces and never giving up, being able to work together with friends and being able to interact and help each other in compiling the puzzle pieces.

1.3 Can Train Fine Motor Development in Children

Fine motor is development involving the fine muscles that control the hands and feet. Focus on fine motor skills involving the hands and fingers covering the child's ability to control, coordinate and agility. Fine motor is movement that involves certain parts and performs movements in small muscles, such as moving the fingers and the precise movement of the wrist.

Motor development is a process in line with increasing age, gradually and continuously, individual movements increase from a simple, unorganized and unskilled state to the appearance of complex and well-organized motor skills, which ultimately leads to skill adjustments accompanying the aging process or becoming old.

Fine motor skills in early childhood are grasping and scribbling. Then activities that can develop children's fine motor skills are squeezing, picking up small objects using their fingers, and cutting. When children play puzzles there will be activities such as picking up or picking up puzzle pieces and coordinating eye movements with their hands when playing the puzzle. Puzzle games train finger dexterity and hand-eye coordination, the cognitive concept of matching shapes. Therefore this activity is included in fine motor development in early childhood.

CONCLUSION

Puzzle is a game in the form of pieces to be arranged into a picture or a whole field. Playing puzzles can train eye, hand coordination and distinguish high responses so that children are stimulated by their right brain so that their visual-spatial intelligence increases. In assembling the puzzle pieces, children will look for strategies, tinker with and move each piece, which is done patiently and without giving up. So that this game can improve cognitive, fine motor, and emotional abilities in children. This game is expected to educate and raise good character in children, such as; Can solve problems, be patient in dealing with problems, and can train fine motor development in children.

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