

THE INFLUENCE OF HEALTH PROMOTION USING CROSSWORDS ON DHF PREVENTION KNOWLEDGE AND ATTITUDES IN CLASS IV STUDENTS OF SDN 42 JAMBI CITY

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ABSTRACT

Background: Dengue hemorrhagic fever (DHF) is a public health problem in Indonesia whose number of sufferers tends to increase and its spread becomes wider. Dengue fever is an infectious disease that mainly attacks children. Viral infections occur through mosquito bites, the virus enters the human bloodstream to then replicate (replicate itself), and can cause death. One effort to reduce the prevalence and reduce dengue fever is through health promotion media using crossword puzzles for class IV students at SDN 42/IV Jambi City. This research aims to determine the influence of health promotion media with crossword puzzles at SDN 42/IV Jambi City.

Method: This research is a non-probability research with a one group pre test post test design using simple random sampling. This research was carried out at SDN 42 Kota Jambi. Univariate descriptive analysis includes frequency and percentage distribution, bivariate test with Shapiro-Wilk and Wilcoxon signed rank test.

Result: It is known that Asymp.Sig (2-tailed) has a value of 0.001. Because the value of 0.001 is smaller than ≤ 0.05 , there is a difference in the results of health promotion using crossword puzzles for class IV students at SDN 42 Jambi City in the pretest and posttest.

Conclusion: Present the main conclusions and implications. There is an influence of health promotion using crossword puzzles on knowledge and attitudes towards preventing diabetes mellitus in class IV students at SDN 42 Jambi City

Keywords: Crossword Puzzles, Knowledge, Attitudes, Prevent DHF

INTRODUCTION

Dengue fever (DHF) is still one of the diseases that has been a concern of the Indonesian government for a long time, because every year the number of sufferers tends to increase, both the number of cases and the area affected. The course of the disease is rapid and if the case is treated late it can cause death in all age groups in a short time (Sugiyono & Darnoto, 2016); Abdullah, M., & Fadli, M. (2020).

The World Health Organization (WHO) says the number of reported dengue fever cases increased more than 8-fold over the past 4 years, from 505,000 cases to 4.2 million in 2019. The number of reported deaths has also increased from 960 to 4032 during 2015. Not

only is the number of cases increasing as the disease spreads to new regions including Asia, but explosive outbreaks are also occurring. The threat of a possible dengue outbreak is now in Asia. The Americas region reported 3.1 million cases, with more than 25,000 classified as severe. Despite this alarming number of cases, there were fewer deaths associated with dengue than the previous year. The number of dengue cases was a globally reported problem in 2019. (WHO, 2019). The rainy season usually occurs between November and January every year, during the rainy season there is a lot of mosquito breeding. so that during this period there is an increase in the number of people with dengue fever. This disease mostly affects

children aged <15 years. (Jambi Provincial Health Office, 2022). Usually the mosquitoes bite during the light from 08.00 to 10.00 in the morning and in the afternoon from 15.00 to 17.00, at that time the mosquitoes are most effective in biting. (Karyanti, 2023). Therefore, it is necessary to increase knowledge for the prevention of DHF in school-age children. (Santosa, A., & Budianto, E. (2019)).

For the characteristics of children at school age that teachers need to know, in order to better know the situation of students, especially at the elementary school level. As a teacher must be able to apply teaching methods that are in accordance with the circumstances of his students, it is very important for an educator to know the characteristics of his students. as for the characteristics as follows. the first characteristic of school-age children is play, the second characteristic is happy to move. the third characteristic is working in groups, the fourth characteristic is happy to feel or do / demonstrate something directly. (Nursidik Kurniawan, 2007)

Therefore, one of the learning methods in this study is the crossword puzzle game method. with the crossword puzzle game learning method, it can improve student learning outcomes, the learning process becomes more enjoyable, can increase interest and motivation to learn, and can make students more actively involved in learning. This encourages researchers to find out how the influence of school children's knowledge before and after being given education related to dengue fever prevention using the crossword puzzle game learning method. (Dewi, R., & Nurul, A. (2019)).

Based on the description above, the incidence of DHF continues to increase every year, so the authors are interested in conducting research with the crossword game method. about "The Effect of Health Promotion About DHF Disease Through Crossword Games on Knowledge and Prevention of DHF Disease

in Students of SDN 42 in Jambi City in 2024".

METHODS

Sampling in this study is Purposive sampling is a data source sampling technique with certain considerations. The population in this study were grade IV students of SDN 42 Jambi City, totaling 45 respondents. The intervention carried out was health promotion in the prevention of DHF disease in class IV students of SDN 42 Jambi City which was carried out on Wednesday, May 15, 2024 in classroom IV. Based on the description above, the incidence of DHF continues to increase every year, so the authors are interested in conducting research with the crossword game method. about "The Effect of Health Promotion About DHF Disease Through Crossword Games on Knowledge and Prevention of DHF Disease in Students of SDN 42 in Jambi City in 2024."

The independent variable in this study is the use of crossword puzzle game media regarding dengue disease, while the dependent variable is knowledge and attitudes in preventing dengue disease which has a ratio data scale. The data collection method in this study is a questionnaire that has been tested for validity and reliability at SDN 93 Jambi City on 30 students and declared feasible to use. Data processing in this study is Editing, Coding, Scoring, Tabulating, and Cleaning. Data were analyzed using Univariate Analysis and Bivariate Analysis. Univariate analysis was conducted to determine the frequency distribution of knowledge and attitudes about the prevention of dengue disease. Bivariate analysis to determine the effect of health promotion using crossword puzzle game media to improve the knowledge and attitudes of grade IV students in preventing dengue disease at SDN 42 Jambi City. Statistical tests for bivariate analysis are using Shapiro-Wilk and Wilcoxon signed rank tests using the SPSS

application tool at the 95% confidence level ($\alpha = 0.05$). Hypothesis testing was carried out by comparing the P value at the 95% confidence level with the following criteria; if normally distributed ($P \geq 0.05$) then the analysis used was Paired T - Test. If the normality test is not ($P \leq 0.05$) if it is not normally distributed, then the Wilcoxon test is carried out if the P-value $P \leq 0.05$ then H_a is accepted. Data is presented in tabular and textual form.

RESULTS AND DISCUSSION

Table 1. Characteristics of Respondents

Karakteristik Siswa	f	%
Umur		
9 tahun	9	20,0%
10 tahun	35	77,8%
11 tahun	1	2,2%
Jenis Kelamin		
Laki-laki	25	55,6%
Perempuan	20	44,4%

Based on Table 1, it is known that the respondents were 25 students (55.6%) male and 20 students (44.4%) female and respondents aged 9 years were 9 students (20.0%), respondents aged 10 were 35 (77.8%), and respondents aged 11 were 1 students (2.2%).

Tabel 2. Knowledge and attitudes towards preventing DHF using Crossword Puzzle

Variabel	Mean±SD	Mean Different±SD	Min- Max	95%CI Lower- Upper	P-value
Knowledge					
Before	4.44±0.967	3.56±0,010	3-6	4.15-4.73	$P \leq 0.001$
After	8.00±0.977		6-10	7.71-8.29	
Attitude					
Before	5.02±0.839	3,11±0,003	3-6	4.77-5.27	$P \leq 0.001$
After	8.13±0.842		7-10	7.88-8.39	

The effect of health promotion on grade IV students of SDN 42 Jambi City using crossword puzzle game media to improve knowledge and attitudes is presented in Table 2. These results have shown that health promotion in the prevention of dengue disease on improving knowledge and attitudes in grade IV students of SDN 42 Jambi City.

The results of the statistical data analysis show that there is a difference in average knowledge (difference of 3.56) and average

attitude (difference of 3.11) between before being given health education and after being given health education using the Crossword puzzle game media. Therefore, it can be concluded that health promotion using Crossword Puzzle games can significantly ($p \leq 0.05$) improve the knowledge and attitudes of fourth grade students of SDN 42 Jambi City.

The results of this study indicate that there is an effect of counseling using crossword puzzle game media on the knowledge and attitudes of elementary school children about efforts to prevent dengue disease. These results are in accordance with previous research with the title "The effect of crossword media on balanced nutrition knowledge in elementary school children". The results showed that there was an effect of nutrition education using TTS media and lecture media on balanced nutritional knowledge in elementary school children. (Umi mahmudah (2019))

The results of this study are in line with the research of Mia Valentina (2022), namely learning with crossword puzzle game media there is a significant difference in knowledge and before and after counseling with TTS media on RW 04 Pudakpayung adolescents, Kec. Banyumanik Semarang.

Crossword (TTS) is a form of learning with language games by filling in boxes with letters to form words that can be read, both vertically and horizontally (Kurniawan (2017)& Susanto, H., & Setiawan,A. (2023).

Increased knowledge of primary school students must also be accompanied by changes in their behavior. To support this process, incentives are needed that can improve the attitudes of primary school students through efforts that can encourage them to apply healthy behaviors in their daily lives.

In this study, researchers used Edgar

Dale Skinner's modification. This is because this theory shows that learning media is an educational tool that can be used as an intermediary in the learning process to increase effectiveness and efficiency in achieving teaching goals. Based on some of these opinions, learning media is a human extension that is used as an intermediary in conveying educational messages or information and is usually presented using equipment to increase effectiveness and efficiency in achieving teaching goals (Sanaky, 2009).

CONCLUSION

There is a difference in the average knowledge and attitude of diabetes mellitus prevention in class IV students of SDN 42 Jambi City between before and after being given health education using crossword puzzles. Based on the results of the study, it was found that knowledge and attitudes were significant. So it can be concluded "there is an effect of health promotion using crossword puzzles on the knowledge and attitude of preventing dengue fever in grade IV students of SDN 42 Jambi City".

Thus, it is necessary to disseminate information related to dengue disease prevention through interesting and creative health promotion methods and media in schools as a support for the success of prevention efforts and continue to implement dengue disease prevention by implementing 3M plus to avoid disease.

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CONFLICT OF INTEREST

The author has stated that in this article there is no or potential conflict of interest from either the author or the agency in connection with the research that has been conducted, both based on authorship and publication.

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