Artikel The Influence of Learning Video

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The Influence of Learning Video Media On Protocol Health Knowledge Covid-19 Elementary School Students

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ABSTRACT

High Prevalence covid 19 school-age children to be a problem keseh atan today throughout the world, including Indonesia. The Indonesian government has established a health protocol in dealing with the corona virus disease 19 (COVID-19) pandemic, which is an effort to reduce the prevalence of Covid 19 incidents. Learning teachings about diseases and their prevention in elementary schools is expected to change the behavior of school-age children. Increasing children's knowledge through learning media is expected to be easily accepted so that the implementation of protocols can be implemented by child. The purpose of this study was to analyze the effect of instructional video media on the knowledge of Covid health 20 otocol for 19 elementary school students.

This study is a pre- experimental study, using a static group comparison design approach. The population of grade 5 students at SD Muhammadiyah Surabaya. The study sample consisted of the treatment groups are primary school age children Surabaya Muhammadiyah 24 people, the group that did not receive treatment as many as 30 children were selected by purposive sampling. Provision of learning about health protocol mengg u nakan media video and worksheet. Meanwhile, the control group was given student worksheets without video media. Analysts use in dependent T test, $\alpha = 0.05$.

There was an effect of instructional video media on the knowledge of covid health protocol for 19 elementary school students with a sig result of 0.00.

Learning using video media can increase the knowledge of elementary school students in implementing health protocols. Health promotion programs for school-age children are needed as an effort to implement health protocols so that they can reduce the prevalence of covid 19 in school-age children.

Keywords: Video, Learning, COVID-19 Health Protocol

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BACKGROUND

COVID-19 (Corona Virus Disease 2019) is a respiratory tract infection caused by SARS-CoV-2 (Severe Acute Respiratory Syndrome Coronavirus -2) which has been declared a global pandemic since March 2020 (WHO, 2020). In children, COVID-19 has a significant impact in all aspects of life, including health and education. In the health aspect, children are very easily infected by the adults around them (Dong et al., 2020; Zimmermann and Curtis, 2020). In the aspect of education, more than 120 countries, including Indonesia, have imposed school closures and are learning from home. However, distance learning also presents a big challenge for students, teachers, and parents (Unicef, 2020). It is hoped that the reopening of schools can overcome the gap in this aspect of education. To fortify themselves from infection in their surroundings and prepare children to return to activities children need be provided with good educational school, really to facilities regarding health protocols. However, educational media targeting children are still very limited (Gray eq. l., 2020).

Currently, the number of cases of COVID-19 in the world has reached 102,542,293 (Wordldometers, 2021). As of January 29, 2021, in America cases of COVID-19 reached 19,230,137 with 11.1% of them aged 0-17 years (Center for Disease Control and Prevention, 2021). Meanwhile, in Indonesia the total cases have reached 1,051,795 with 11.7% of cases aged 0-18 years (Communication Team for the 2019 Corona Virus Disease Management Committee (Covid-19) and National Economic Recovery, 2021). In general, the clinical symptoms of COVID-19 cases in children include the mild group and the low mortality rate. However, a boy-child is also an agent of transmission at most because of the lack of clinical symptoms are apparent. In addition, most of the COVID-19 infections in children originate from family clusters or come from infected adults (Zare-Zardini *et al.*, 2020). With the high incidence in adults that has the potential to infect children, it shows that this group children are also among the vulnerable groups who need to apply health protocols (Bender *et al.*, 2020).

In an effort to protect children's health, the improvement of the dyssipline health protocol in children requires an educational media that is easy to accept, persuasive and effective to be accepted by all circles. Several studies have stated that education has an important influence on understanding health protocols, but this research is still mostly carried out in the adult group (Rahmatina and Erawati, 2020; Sabarudin *et al.*, 2020). Other studies in China show that health education in children schools are able to improve knowledge and behavior of health disease prevention (Wang and Fang, 2020). However, this research is still aimed at infectious diseases in general, not yet specific to COVID-19.

In the *five levels of prevention*, the first level as well as the spearhead of health services in efforts to control a health problem (including the Covid-19 pandemic) is "*Health Promotion*". Therefore, from the above background, this study was conducted to assess how the influence of educational media in improving elementary school student compliance with health protocols so that it is expected to prevent and control COVID-19 infection in children.

METHODS

This research study design using *pre-experimental*, with the approach of *static group comparison design* which was to determine the effect of an action on a group of subjects who received treatment later dibandikan with a group of subjects who did not receive treatment (Nursalam, 2017) Adap un groups of subjects were observed prior to inter Vensi namely the provision of learning using the Covid -19 Health Protocol Animation video

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media, then further observed after learning using the Covid -19 Health Protocol Animation video media Student population at Muhammadiyah Surabya elementary school. The treatment group was 24 students of SD / MI Muhammadiyah grade 5 in the Surabaya area by taking Health Protocol learning using animation videos, the group that did not get treatment was 30 students of SD Muhammadiyah 5 who got learners with worksheet media without playing animated videos. Criteria for inclusion of children with ages 9-12 years, following the health education on health protocol Covid -19.

The Health Education Implementation Method using the Covid -19 Health Protocol Animation video was implemented by playing an Animated video, the video length is 15 minutes. Before dilakuka n learning students asked to complete a questionnaire. The implementation was carried out in 15 minutes 1 session. The next stage, the students were evaluated by using a questionnaire.



Picture. 1 Covid-19 Health Protocol Learning video media

The data collection instrument used in this study was a questionnaire sheet by collecting data formally to the subject to answer questions in writing, for the covid- 19 health protocol variables, asking respondents to fill out statements on the questionnaire that the researcher made himself, using a *Likert* scale, consisting of positive and negative statements with a choice of answers; always, often, sometimes, rarely, and never. The questionnaire totaled 15. The reliability test results of the questionnaire found that Cronbach Alpha= 0.85 . For the results of the validity of the questionnaire using the I-CVI method, the value was 0.89. (4) The data that has been collected is then analyzed using the *independent T- test* in the statistical program. The researcher tested the data using the Independent statistical t test on one sample to compare the influence between the *independent* variable and the *dependent* variable with the ratio data scale and the level of significance $\alpha \leq 0.05$, meaning that if the statistical test results show $\alpha \leq 0.05$, then there is a significant influence. significant between the *independent* variable and the *dependent* variable.

RESULTS

1.1 Identification of Karakteristik students

1.1 Student characteristics in providing learning video media for Covid Health Protocols 19

Table 1. Student Characteristics

CHARACTERISTICS	TOTAL (n = 54)	PERCENTAGE (%)
Gender		
Man	30	55.56
Women	24	44.44
Age		

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9-10 11-12 Providing media	educational	29 25	53.70 46.29
Yes		28	51.85
Not		26	48.15

The table above shows the gender of the student who filled out the postest evaluation. The table shows that there are 30 students (55.56%) male and 24 students (44.44%) female. In addition, data obtained from 54 students, 28 students (51.85%) received educational media, and 26 students (48.15%) were not given educational media. While the majority of students aged 9-10 years were 29 students (53.70%)

2. Identification of Knowledge of the Application of Health Protocols in Groups with video media and groups without learning videos,

Table 2. Knowledge Scores of the Application of Health Protocols in Groups with Instructional Video Media and Without the Provision of Learning Media. (Worksheet)

GROUP		TOTAL	KNOWLEDGE SCORE		AL KNOWLEDGE SO	
		(n = 54)	Min	Max	Average	SD
With ed media	ducational	28	5	10	9.14	1,433
No ed media (Wo	ducational rksheet)	26	3	10	8.31	1,543

From the table above shows that the mean score of knowledge in the group of students with the provision of educational media is 9.14 ± 1.433 with a minimum value of 5 and a maximum of 10. While the mean score of knowledge in the group of students with the provision of educational media is 8.31 ± 1.543 with a minimum value of 3 and a maximum of 10.

3. Analysis s The Difference Score Sciences Health Sciences Application Protocol on Education and the Media Group With No

Table 3. Statistical Test Results Differences in the score of knowledge on the application of health protocols

Normality Test (Shapiro-Wilk)	Homogeneity Test (Levene test)	Independent T Test	
0.00 (p < 0.05)	0.915 (p> 0.05)	0.044 (p < 0.05)	

The table above shows that the data has a normal distribution (normality test value p (0.05)) and homogeneous (p>0.05). The independent test showed that the p value (0.05), so there was a significant difference in the mean score of knowledge between the groups that were given educational media and those not given educational media (p<0.05).

DISCUSSION

Based on the results of the research, the gender of students of Muhammadiyah Elementary School Surabaya was mostly male, and ranged in age from 9-10 years. Age school is vulnerable to disease outbreaks age covid based on data known that the number of children affected by 8.7% covid about 70 thousand cases of posi tive children in Indonesia (CNN, 2021) In addition to the increasingly high incidence in adulthood

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potentially infectious in children -children show that groups of children are also among the vulnerable groups who need to implement health protocols (Bender *et al.*, 2020).

Based on the results of the study showed that the mean score of knowledge in the group of students with the provision of educational media was 9.14 ± 1.433 with a minimum score of 5 and a maximum of 10. While the mean score of knowledge in the group of students by giving educational media was 8.31 ± 1.543 . The independent test results showed that the p value <0.05, so there was a significant difference in the mean score of knowledge between the groups that were given educational media and those not given educational media (p <0.05).

This study consisted of 54 students, 28 students (51.85%) received educational media, and 26 students (48.15%) were not given educational media. Educational media is a learning media designed to provide explanations to students about the implementation of the Covid 19 heal protocol. In terms of presentation, the role of the media is very influential in efforts to prevent the spread of the corona virus (Covid-19) in Indonesia. Communicating with the media today is what most people of all ages are doing. The more sophisticated the technology, the more people are able to access everything easily and they don't know someone's social status anymore. Before the 4.0 Revolution era, most people only knew about electronic media such as television and radio, but nowadays the more sophisticated technology is that people are starting to recognize the name online media which is the development of social media.

According to research (Adawiyah and Kadir, 2020) states that the use of media is very important in daily activities. The role of the media, among others, is a means of finding information related to the corona virus. The community, especially the elderly, get solutions and treatments to break the chain of spreading the virus. One of the health protocol measures is physical distancing. Learning media also has a role to educate. For people who do not understand physical distancing, the role of the media to educate the public about physical distancing is of course very much needed. It is undeniable that currently not only the Indonesian people are affected by the covid-19 virus, but all people around the world are experiencing it. An understanding of physical distancing is needed so that the community can do according to existing provisions, such as maintaining a safe distance of 1 meter, not leaving the house if it is not too urgent, using a mask when going out of the house, using hand sanitizers and implementing learning and working from home.

The information given to respondents using aud 1-visual or video media is understandable because each respondent will easily notice if there are images that can be seen and sounds that can be heard. In this case, it is considered efficient and practical, video is more easy to understand and can be shown repeatedly so that it is effective in changing the view of the target to be intervened (Mulyani et al., 2020). Video media relies on hearing and sight of the target, where the use of audiovisual involves all sensory organs, so that the more sensory tools involved in receiving and processing information, the more likely the content of the information can be understood and maintained in memory, and with the effects of moving images and images. sound effects can be easy for the audience to understand the content of the news so as to add p 3/hat Knowledge (Busyaeri, Udin and Zaenudin, 2016).

Online educational media can have an inpact on increasing understanding and changing behavior (Mulyani et al., 2020). The factors that influence the success of online socialization are individual factors, presentation of video material and leaflets, choice of words used, visualization on leaflet and video media and audio used on video media. The individual factors in question are the characteristics of the individual characteristics in understanding a leaflet or video material, the capacity for understanding people is of course

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different and the tendency for interest in a given material is also different, some prefer the material presented in written form, some need added image visualization there are even those who prefer the visualization of images and audio. The material and choice of words affect the success of socialization because if the material and choice of words used are too complicated it will make it difficult for the public to understand the material presented, besides visualization and audio greatly affect interest in viewing or reading the socialization media, inappropriate visualization and audio will cause people become bored so that they will not achieve the expected outcome of the socialization.

Learning about the covid 19 health protocol health education carried out on schoolage children greatly supports the absorption of knowledge so that it can be applied in everyday life. Interesting and not monotonous videos inspire children to understand the components of the health protocol. Menu rut Notoadmojo (2012) stated that more and more stimulation to the senses throughout the individual will determine how much of the material as well as information that can be absorbed by the individual. Covid -19 is a disease that can be minimized with various activities with proper health protocols consisting of using masks, *social distancing*, washing hands using soap. The implementation of preventive and promotive efforts at the level of society in general and especially school age children can not be separated from the role of government policies, health services, health service places and also educational institutions so that the implementation of prevention and promotion of covid can run well so that a reduction in the prevalence of covid can be achieved, not less important is to achieve optimal health at each layer.

CONCLUSION

Learning using video media can increase elementary school students' knowledge in implementing health protocols. Health promotion programs for school-age children are needed as an effort to implement health protocols so that they can reduce the prevalence of covid 19 in school-age children.

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