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DIFFERENCE OF PRACTICE AND KNOWLEDGE BEFORE AND AFTER  
HEALTH EDUCATION WASHING HANDS  
WITH PLAYING PUZZLE METHODE ON  
ELEMENTARY SCHOOL STUDENTS

ABSTRACT

Washing hands with soap is easy but difficult to do, because most people does not fully understand about washing hand, the time to wash hands, the impact of not washing hands with soap and steps to washing hands. Health education with an entertaining method can increase the knowledge and practice about washing hands. Playing puzzle is an entertaining method to deliver health education about washing hands. This research used a quantitative approach with a pre-experimental one-group pretest posttest design. The research subjects were 47 students grade I-III at SDN Deudeul (Elementary School), Tasikmalaya. Data were collected using a self-filled questionnaire and observation sheets related to handwashing knowledge and practice. Data were analyzed with the Wilcoxon test. Playing *puzzle* had a significant impact on knowledge and practice in the school-age children with the p-value = 0.000 (knowledge) and p-value = 0.000 (practice).

Keywords: Hand Wash, Puzzle