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THE EFFECT OF EDUCATIONAL GAME TOOLS (EGTS) PUZZLES AND SNAKES AND LADDERS WITH HAND WASHING WITH SOAP (HWWS) BEHAVIOR IN CHILDREN AGE 5-7 YEARS <i>(Study at PGRI 1 Lomaer Kindergarten, Blega District, Bangkalan Regency)</i>	
ABSTRACT <i>Proper hand washing behavior is one aspect that is an indicator in clean and healthy living behavior which is currently a global concern. This was still a problem related to hand washing with soap (HWWS) in children, including many children not doing the right hand washing behavior. The purpose of the study is to analyze the effect of educational game tools (EGTs) puzzles and snakes and ladders with hand washing with soap (HWWS) behavior in children aged 5-7 years.</i> <i>The research design was Quasi experiment. The population was 40 respondents with a sample of 32 respondents using purposive sampling. The independent variables of this study using educational game tools (EGTs) puzzle and snakes and ladders. The dependent variables used was hand washing with soap (HWWS) behavior in children aged 5-7 years. This study used a questionnaire. Data analysis using the Man Whitney Test. This research has been carried out Ethical Clearance Tested with NO: 2424/KEPK/UNIV-NHM/EC/I/2025</i> <i>Based on the results of statistical test, there was a difference in children's hand washing behavior before and after being given the intervention of educational game tools (EGTs) puzzles and snakes and ladders ($p \text{ value}=(0.000)<\alpha(0.05)$). The results of statistical test obtained there was a difference in children's hand washing behavior before and after being given health education lecture method ($p \text{ value}=(0.000)<\alpha(0.05)$). The results of statistical test obtained mean that there was a difference in hand washing behavior between educational game tools (EGTs) using the lecture method ($p \text{ value}=(0.000)<\alpha(0.05)$).</i> <i>Researchers expect health workers, school teachers, and parents to provide knowledge about good and correct hand washing behavior with different methods.</i> Keywords: Hand Washing Behavior, Educational Game Tools (Egts) Puzzle, Snakes and Ladders	