

**GAMBARAN PENGETAHUAN MENYIKAT GIGI ANGGOTA  
GALUNGGUNG TEAM SEBELUM DAN SESUDAH  
PENYULUHAN MENGGUNAKAN MEDIA  
PUZZLE DI SALAH SATU DOJANG  
TAEKWONDO TASIKMALAYA**

Dhara Suci Salsabilla Hermawan<sup>1</sup>, Rieza Zulfahmi Taftazani<sup>2</sup>, Tita Kartika Dewi<sup>3</sup>

<sup>1</sup>Mahasiswa Jurusan Keperawatan Gigi Poltekkes Kemenkes Tasikmalaya

<sup>2,3</sup>Dosen Jurusan Keperawatan Gigi Poltekkes Kemenkes Tasikmalaya

**ABSTRAK**

**Latar Belakang:** Kesehatan gigi dan mulut merupakan bagian dari kesehatan tubuh yang tidak dapat dipisahkan satu dengan yang lain. Upaya mendapatkan kesehatan gigi dan mulut yang baik, pola hidup sehat dan bersih harus dilakukan. Pada usia sekolah anak cenderung melakukan kebiasaannya sampai dewasa, pengetahuan datang melalui panca indra manusia. *Puzzle* adalah permainan yang menarik, sebab pada dasarnya anak menyukai bentuk, gambar, warna yang menarik. **Tujuan Penelitian:** Mengetahui pengaruh penyuluhan kesehatan gigi dan mulut menggunakan media *puzzle* **Jenis Penelitian:** Jenis penelitian yang digunakan *quasi experimental*. Dengan rancangan *one grup pretest-posttest design*. Populasi berjumlah 30 orang. Pengambilan sampel *total sampling*. Alat ukur penelitian lembar kuesioner. **Hasil Penelitian:** Sebelum dilakukannya penyuluhan pengetahuan dengan kriteria baik berjumlah 11 orang (36,7%), kriteria sedang berjumlah 18 orang (60%), kriteria kurang berjumlah 1 orang (3,3%). Sedangkan sesudah dilakukannya penyuluhan pengetahuan dengan Kriteria baik berjumlah 30 orang (100%), kriteria sedang berjumlah 0 orang, kriteria Kurang 0 orang. **Kesimpulan:** Bahwa Setelah kriteria baik mengalami kenaikan 19 orang dari 11 murid menjadi 30 murid, kriteria sedang mengalami penurunan dari 18 murid menjadi 0 murid (tidak ada sama sekali), kriteria Kurang mengalami penurunan dari 1 murid menjadi 0 murid (tidak ada sama sekali).

**Kata Kunci:** *Puzzle*, Pengetahuan Menyikat Gigi

**Daftar Pustaka:** (2008-2021)

**Jumlah:** 31

# AN OVERVIEW OF THE KNOWLEDGE OF BRUSHING TEETH OF GALUNGGUNG TEAM MEMBERS BEFORE AND AFTER CONSELING USING PUZZLE MEDIA AT ONE OF THE TASIKMALAYA TAEKWONDO DOJANGS

Dhara Suci Salsabilla H<sup>1</sup>, Rieza Zulfahmi Taftazani<sup>2</sup>, Tita Kartika Dewi<sup>3</sup>

<sup>1</sup>Student of the Department of Dental Nursing, Poltekkes, Ministry of Health, Tasikmalaya

<sup>2,3</sup>Lecturer of the Department of Dental Nursing, Poltekkes, Ministry of Health, Tasikmalaya

## ABSTRACT

Background: Dental and oral health is a part of body health that cannot be separated from one another. Efforts to get good dental and oral health, a healthy and clean lifestyle must be done. At school age children tend to do their habits until adulthood, knowledge comes through the five human senses. *Puzzle* is an interesting game, because basically children like interesting shapes, pictures, colors. Research Objectives: To determine the effect of dental and oral health education using *puzzle* media. Type of research: This type of research used quasi-experimental. With a one-group pretest-posttest design. The population is 30 people. Sampling total sampling. The measuring instrument of the research is the questionnaire sheet. Research Results: Before the knowledge extension with good criteria there were 11 people (36,7%), moderate criteria were 18 people (60%), less criteria were 1 people (3,3%). Meanwhile, after conducting knowledge counseling with good criteria, there were 30 people (100%), moderate criteria were 0 people, and the criteria were less than 0 people. Conclusion: That after the good criteria experienced an increase of 19 students from 11 students to 30 students, the criteria were experiencing a decrease from 18 students to 0 students (none), the Less criteria decreased from 1 students to 0 students (none at all).

**Keywords:** *Puzzle*, Toothbrushing Knowledge

**Bibliography:** (2008-2021)

**Quantity:** 31