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Research Article

Stimulating kinesthetic abilities through obstacle course games

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Abstract:

ABSTRACT

Background of study: Kinesthetic skills are an important aspect of early childhood development, but at the Pembina Arga Makmur State Kindergarten, there are still children who have difficulty running, jumping, and throwing balls.

Aims and scope of paper: The purpose of this study is to understand how obstacle course activities affect the kinaesthetic abilities of Arga Makmur Kindergarten students, ages 5 to 6.

Methods: The research methodology utilized a two-group pretest-posttest experimental design and a quantitative method. Out of the 48 preschoolers in the population, 24 children made up the sample. They were split into two groups at random: the experimental group and the control group. An independent sample t-test was used to assess the data after it was gathered through tests and observation.

Result: The analysis results indicated a significance value of 0.000 < 0.05, indicating a substantial disparity in gross motor abilities between children who took part in the obstacle course and those who did not.

Conclusion: Obstacle course games have a positive effect on improving children's gross motor skills. Obstacle course games can be used for physical learning activities with obstacles to train early childhood skills.

Keywords: Early Childhood Education; Kinesthetic Skills; Obstacle Course Games;

1. INTRODUCTION

Education is the main asset for preparing high-value successors. In accordance with Chapter 1 Article 1 of the National Education System Law, education is a deliberate attempt to establish a conducive learning environment that enables children to actively learn and develop their potential. This process begins with the cultivation of spiritual strength, religiosity, self-control, personality, and the intelligence that children require. (Undang-Undang Republik Indonesia Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional, 2003), the objective of early childhood education is to provide guidance to children between the ages of 0 and 6. This approach is carried out by providing stimulation to children to support their growth and development.

Based on (Peraturan Menteri Pendidikan Dan Kebudayaan Republik Indonesia, 2014), there are six aspects of development that include religion and morals, physical and motor skills, social-emotional, language, arts, and cognitive. Consequently, this study will be centered on the development of motor skills, with a particular emphasis on kinesthetic abilities, in children between the ages of 5 and 6. Kinesthetic ability are activities carried out to develop coordinated movements. Kinesthetic ability is motor activity that involves the use of large muscles, such as crawling, jumping, and sitting (Jacob & Watini, 2022; Khadijah & Amelia, 2020).

Kinesthetic development in early childhood is highly dependent on aspects of physical fitness to develop children's physical abilities. Gross motor skills are seen in children's ability to perform activities using their large muscles (Sartika et al., 2023).

Children between the ages of five and six should be able to perform physical movements well to train their strength, balance, agility, and flexibility. In addition, children can play physical games by following the rules, and they can coordinate their foot and hand movements in imitating dance or gymnastics movements (Peraturan Menteri Pendidikan Dan Kebudayaan Republik Indonesia, 2014; Santrock, 2004; Wahyuni et al., 2023). Basic movements such as jumping, climbing, and running are gross motor skills that can strengthen children's physical abilities and train their movements. Therefore, modified games that involve large muscles can improve children's gross motor skill development (Hayati & Putro, 2021; Rizki & Aguss, 2020). This improvement is inseparable from efforts to develop children's kinesthetic abilities, in order to ensure that kids are actively participating in all games that track their growth in gross motor abilities.

The use of modified games involving physical activity can be used as one of the efforts to stimulate children's kinesthetic abilities. Games that involve physical activity will affect coordination skills in moving body

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parts such as the legs and hands (Kurniati et al., 2023). Activities such as walking, running, jumping, balancing, and movement coordination are forms of kinesthetic abilities that can be stimulated by using physical games (Larasati et al., 2024).

However, stimulation of children's kinesthetic abilities is still not being provided optimally. Based on observations and interviews with teachers of 5-6 year old children at Arga Makmur Kindergarten regarding children's kinesthetic abilities, with indicators including jumping with one foot, skipping, running, walking on a balance beam, crawling, and creeping. Of the 48 children, 36 or 75% still had difficulty maintaining their balance when performing the aforementioned kinesthetic skills. Children have difficulty throwing a ball at a specific object. Additionally, children have suboptimal coordination skills, causing them to frequently fall while running. This indicates that children's kinesthetic abilities, particularly body coordination, need to be stimulated optimally.

The use of physical activities such as creative dance (Anggraemi & Manggau, 2020), engklek (Yuisman et al., 2021), and ball games (Rohmania & Rohmawati, 2024) can be applied as a way to encourage kids' kinaesthetic skills. Children's kinesthetic capabilities can be developed through modified physical games, especially body coordination. This allows children to actively participate in all games used to observe the development of their gross motor skills.

Research conducted by (Anggraemi & Manggau, 2020) states that the use of creative dance can train body coordination skills and improve children's kinesthetic intelligence. Furthermore, research conducted by (Yuisman et al., 2021) indicates that modified games such as engklek can provide physical stimulation to children, thereby improving their kinesthetic abilities at the age of 6. Similarly, studies by (Rohmania & Rohmawati, 2024) shows that modifying games to involve physical activities such as using a ball can have a positive impact on the kinesthetic intelligence of children aged 4–5 years. Therefore, an alternate strategy for fostering children's kinaesthetic skills is the use of customized games that incorporate physical exercises.

These activities are practical solutions for developing children's kinesthetic abilities, especially their body coordination skills. However, in previous studies, the variety of modified games was based on the availability of accessible materials around children, such as balls or traditional games familiar to children. Therefore, this study will focus on the use of obstacle course games as a method of improving children's kinesthetic abilities.

Obstacle course games are physical games that provide children with the opportunity to engage their senses and body coordination in each game. This is because obstacle course activities require children to perform activities that demand good coordination, such as running, jumping, and overcoming obstacles at each stage (Taftazani & Kurniawan, 2024). Therefore, obstacle course activities not only stimulate body coordination but also develop children's kinesthetic abilities.

Based on the background described above, the researcher wanted to further examine the effect of obstacle course games on the kinesthetic abilities of children aged 5-6 years at Arga Makmur Kindergarten.

2. MATERIAL AND METHOD

The study utilized a quasi-experimental Two-Group Pretest-Posttest approach and a quantitative methodology. The study included 48 children separated into two groups: control and experimental. The research sample was selected randomly, involving 24 children. The research procedure involved administering treatment in six sessions to the experimental group. The following table shows the research procedure for the experimental and control groups:

Table 1. Nonequivalent Control Group Design

Group	Pre-Test	Treatment	Post-Test
Eksperiment	O_1	X	O_2
Control	O_3		O_4

X= obstacle course games

In this study, data were collected by observation with the purpose of observing the effects of obstacle course games and tests used to measure skills objectively and measurably related to the aspects studied during pre-tests and post-tests. Meanwhile, statistical data analysis used prerequisite tests and hypothesis tests using SPSS 25 as a statistical calculation tool for pre-test and post-test results, involving 14 validated observations. The following are 14 achievement indicators for pre-test and post-test activities.

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Point of Observation
Jump over the rope with two feet
Jumping over the rope with one foot
Walking on the footbridge
Putting the ball into the basket
Stand on one foot with arms outstretched
Kick the ball into the goal
Catch the ball from other
Throwing the ball at the block arrangement
Crawl through the tunnel
Crawl through a tunnel while holding an object
Run around the block without touching the block
Running from one place to another
Moving the block with one hand
Moves the block with both hands

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3. RESULT AND DISCUSSION

3.1 Result

This study was conducted in the form of an experiment with six treatment sessions in the form of obstacle course games. Data collection in the form of tests on the experimental group and control group was carried out during pre-tests and post-tests in the form of ninja warrior games. In the Ninja Warrior game, children are asked to perform various kinesthetic skills such as jumping, leaping, running, throwing, catching, and moving objects (Azizah et al., 2024; Pamungkas et al., 2025). The results of the validation of the instruments used as measuring tools are as follows:

No	r_{hitung}	r_{tabel}	Keterangan
1.	0,703	0,632	Valid
2.	0,734	0,632	Valid
3.	0,705	0,632	Valid
4.	0,861	0,632	Valid
5.	0,644	0,632	Valid
6.	0,779	0,632	Valid
7.	0,778	0,632	Valid
8.	0,949	0,632	Valid
9.	0,808	0,632	Valid
10.	0,861	0,632	Valid
11.	0,747	0,632	Valid
12.	0,662	0,632	Valid
13.	0,757	0,632	Valid
14.	0,699	0,632	Valid

The validity test of kinesthetic ability was conducted using Pearson's bivariate correlation (Product Moment Pearson). The validity test was performed using SPSS version 25 for Windows. Using this application, the calculated r value and significance value for each item were obtained. In this study, an item was considered valid if the calculated r value was greater than the table r value. In this case, with a sample size of 10 children, the table r value obtained was 0.632.

During the treatment, researchers observed 14 items, including the ability to jump with one foot, jump with two feet, kick a ball, throw a ball, catch a ball with one hand, move blocks, run with balance, crawl through a tunnel, and walk on a balance beam. The following are the results of the pre-test and post-test calculations using SPSS 25 for Windows for the experimental group and the control group:

Table 2. Results Calculated using SPSS 25 for Windows

N	Minimum	Maximum	Mean	Std. Deviation

Pre-Test Eksperimen	24	15	34	24.38	4.451
Post-test Eksperimen	24	25	40	34.00	3.162
Pre-test Kontrol	24	19	36	27.79	4.064
Post-test Kontrol	24	23	34	28.38	3.228

From Table 2, it can be seen from the descriptive analysis results with SPSS for the initial results of the experiment 24.38, while the initial control results obtained 27.79, so that the hypothesis will be tested with an independent t-test to see the difference in results between the two classes that were given treatment and those that were not given treatment.

Table 3. Independent Sample t-test Results

		Levene's Test for Equality of		t-test for Equality of Means					
								95% Confidence Interval of the Differen	
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	Lower	Upper
Hasil_Belajar	Equal variances assumed	.049	.825	6.098	46	.000	5.625	.922	3.768	7.482
	Equal variances not assumed			6.098	45.981	.000	5.625	.922	3.768	7.382

Based on Table 3, it can be seen that the independent data test results obtained a sig. value (2-tailed) of 0.000 < 0.05, so it can be concluded that there is a difference between the experimental class that was given the obstacle course game treatment and the control class that was not given any treatment. Thus, from the results of the hypothesis test, there is an effect on the kinesthetic abilities of children who were given the obstacle course game treatment.

Table 4. Statistical Group Test Results

	Kelas	N	Mean	Std. Deviation	Std. Error Mean
Hasil_Belajar	Post test_Eksperimen	24	34.00	3.162	.645
	Post test_Kontrol	24	28.38	3.228	.659

Table 4 shows that the results of the statistical group test indicate an effect on the experimental class that was given the obstacle course treatment. This is demonstrated by the experiment's average post-test results of 34.00, whereas the average post-test results in the control class without therapy were 28.38. Based on this research hypothesis, this study shows that obstacle course games can influence the kinesthetic abilities of children aged 5-6 years at Arga Makmur Kindergarten.

2.1 Discussion

Kinesthetic abilities play a fundamental role in children's ability to interact with their environment. Kinesthetic skills involve large muscle activities that are essential for walking, running, jumping, and throwing (Nurhayati et al., 2023; Santrock, 2004). These skills not only support physical health but also cognitive and emotional development by allowing children to explore their surroundings, participate in social games, and build self-confidence(Nosirova, 2020; OPRIȘ et al., 2021).

The findings of this study show that the Obstacle Course game greatly enhances kinesthetic abilities in early childhood, specifically in children attending Arga Makmur Kindergarten. Statistical analysis utilizing the t-test for independent sample revealed a significance level of 0.000 (<0.05), indicating the intervention's effectiveness.

According to the results of the researcher's data analysis, there was a significant difference between children who used obstacle course games and those who did not. There was a significant increase in scores, indicating that obstacle course games are an effective activity for influencing kinesthetic abilities in 5-6 year

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old children at Arga Makmur Kindergarten. The obstacle course method used in this study involved a series of structured physical tasks such as maintaining balance on a beam, jumping, throwing, and crawling through a tunnel (Emmers et al., 2021; Gubbels et al., 2012; Taftazani & Kurniawan, 2024).

This obstacle course game's exercises develop a variety of motor abilities, including locomotor abilities (running, jumping), manipulative abilities (throwing, catching), balance and coordination (walking on beams, jumping), and spatial and sequential awareness (navigating obstacles). This indicates that games involving physical activities have an impact on children's gross motor skills and coordination (Kaoci et al., 2021; Ritonga et al., 2022; Spiegal et al., 2014). Obstacle course games can improve neuromotor control through repeated sensorimotor engagement. Therefore, the findings of this study suggest that obstacle course games influence the development of kinaesthetic abilities in children aged 5 to 6 years.

3.3 Implication

This study is designed to increase instructors' knowledge of how to stimulate children's kinesthetic skills between the ages of 5-6. It is extremely important for teachers to be educated about numerous learning approaches in promoting children's development, including kinesthetic abilities related to gross motor skills, coordination, and body balance. With this study, it is hoped that teachers will have many learning alternatives to overcome children's developmental problems, especially physical development.

This research can be integrated into learning by utilizing objects around children and transforming them into obstacle course games. This approach not only leverages local wisdom through traditional games but also incorporates modern games like obstacle courses.

3.4 Research Contibution

This study directly contributes as a reference for teachers to create an ideal environment for learning and stimulate kinesthetic abilities in early childhood, especially children aged 5-6 years, using the obstacle course method. In addition, this study is also expected to provide a solution for fun learning activities to improve children's kinesthetic abilities.

3.5 Limitation

The limitations of this study include:

1. The limited population and sample size of the study, which involved children aged 5-6 years. Therefore, the effects of the obstacle course game can only be applied to a specific age group.
2. The limited time frame of the study, which could only be conducted in six treatment sessions due to the school curriculum that had to continue. This limited the researchers' ability to modify the obstacle course game to include more varied obstacles.

3.6 Suggestion

The recommendations that can be given by researchers include:

1. It is hoped that teachers can follow up on obstacle course games to improve the kinesthetic abilities of children aged 4-6 years. Thus, obstacle course games can always be used in schools to stimulate children's kinesthetic abilities.
2. Extending the duration of the treatment is another recommendation to enhance the impact of the obstacle course game on children's kinesthetic abilities, particularly in terms of gross motor development and body coordination.

4. CONCLUSION

According to the data analysis's conclusions, there is a notable distinction between the kinesthetic abilities of children who were given treatment using obstacle course games and children who were not given treatment using obstacle courses. This difference serves as the basis for concluding that there is a significant effect on the experimental group. Therefore, it can be concluded that games with obstacle courses can help kids between the ages of five and six develop their kinaesthetic abilities at Arga Makmur Kindergarten. Obstacle course games can be a useful tool for enhancing kinesthetic skills during the learning process, particularly gross motor skills and body coordination in children.

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6. AUTHOR CONTRIBUTION STATEMENT

All authors of this study contributed fully to the implementation and completion of the research. IP contributed as a field researcher tasked with collecting and processing research data. MA served as field coordinator and developed the research instrument. DW contributed to the preparation of the report, enabling this research to be published as a form of researcher integrity.

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